

Markiplier Montage ~ Dev Blog #2: Spooky Edition

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“As the lights go out, so do the monsters arrive. Spirits hiding within the dark, shall make their presence known. You were warned.”

Hello again ladies and gentlemen, my name is SayoNara. And welcome to the second Montage Dev blog. It has been a while! You may remember that there was originally going to be a dev blog last month in September. But due to certain external complications, it had to be delayed until this month!

My apologies for that.

T'was partially my bad for not checking dates properly. I promise it will not happen again! (I hope)

As you heard from the last dev blog, progress with V1 of Montage has gone swimmingly. Every week we are making good progress, as some pretty big hurdles are being passed. We've managed to get everything left to do in a neat list (Which is a good thing!) Though we aren't quite ready to give a release date (yet.)

You may wonder then what the subject of this dev blog will be. Well it'll be structured a bit differently from last time. The dev blog will be spread into two portions. One bigger than the other. One portion will be about the mod itself, while the other portion will be more about the future of Montage in general.

I will say, if you're reading this dev blog and your knowledge is limited to only the mod, don't read past the mod portion! As everything past that point will be major spoilers for things the mod won't adapt for a bit. So please be careful.

This dev blog will also contain a Q&A segment, where we will answer questions sent in by you guys on Twitter! This will also be factored into mod

only and spoiler heavy Montage questions as well. Don't worry as I will be warning you when the spoilers begin!

One last thing, this dev blog won't nearly be as large as the previous one when it comes to the mod itself. We had shown a lot we were comfortable showing for this upcoming update in that dev blog (So go read it if you haven't!) This dev blog will also be posted on Gamejolt, something I probably should've done for the first (silly me hahahah)

Without further ado then, let us begin with the dev blog.



~ Progress Report ~:

As was said before, we're slowly knocking down things from a list to add to the mod. While I of course can't give you that list directly (it would spoil everything lol)

I can summarize what is left to do for this update.

What is left to do then?:

- **A couple of assets and cutscenes for the main song, Boned Revisited.**
- **A bunch of sprites for one of the extra songs** (Don't worry the artist says they can do it quickly)
- **Some remaining QoL improvements, as well as adding some much needed SFX in places necessary.**

- **Implementing a LOT of remaining assets/ events** (Get to work Speed.)
- **Some fun bonus stuff specifically for just me.** (This is not required but I'd still like to do it!)

Unlike last time, I don't quite have to talk about everything in chapters! I've shown everything I am comfortable showing in the previous dev blog.

However, this does not mean I have nothing to show you this time around.

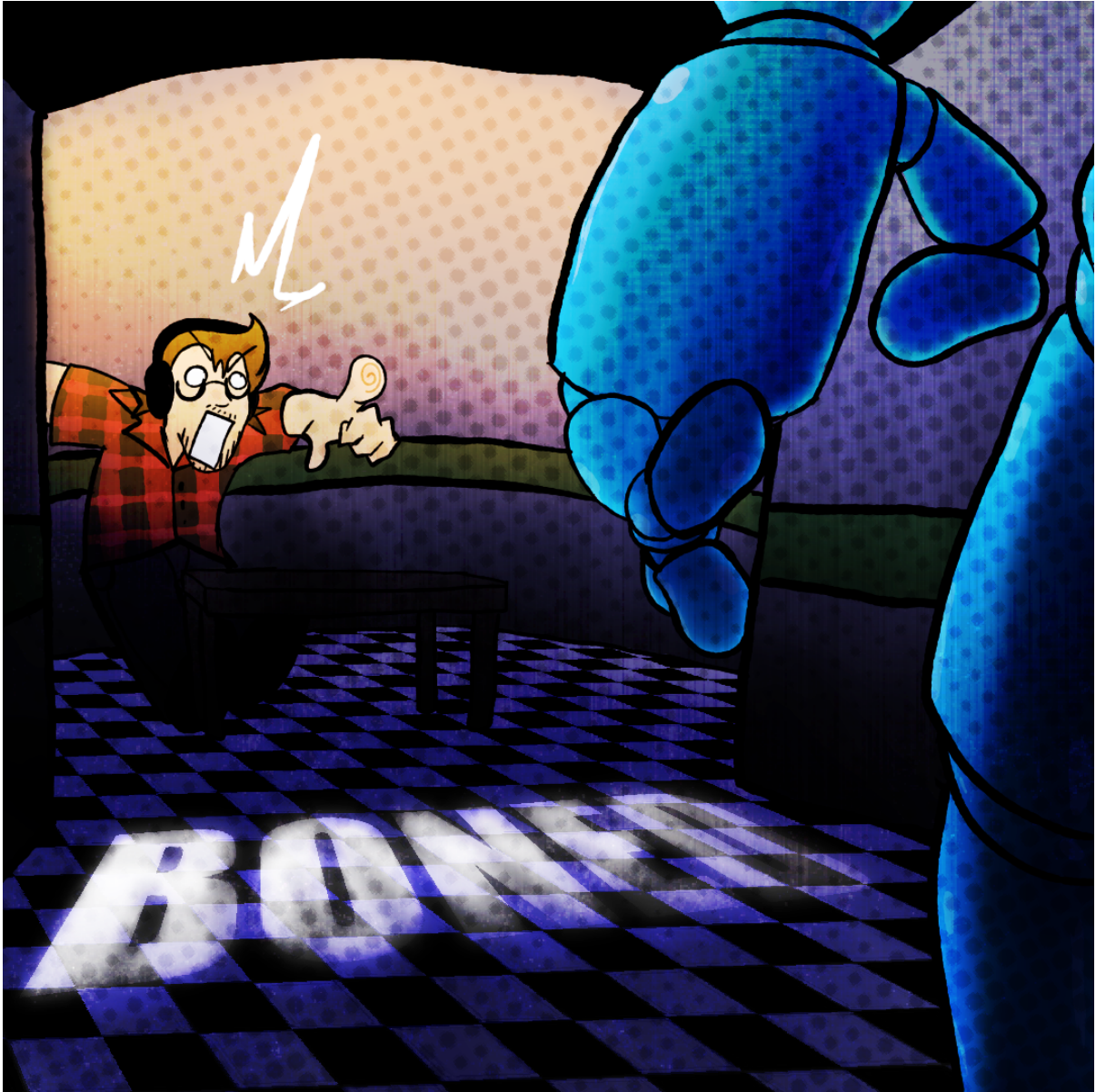
Behold:

 **WAIT! ~ TIME OUT (Update 2 Mix).wav**

This is the updated pause music for this update. If you weren't aware, I had run into some nasty copyright issues with the original version due to a sample used within it (Me me stupid). This version of the track was made from scratch, while still mostly retaining the vibe of the original. I hope you enjoy, and I recommend you listen to it while reading the rest of the doc. (If you wanna ofc)

Here's also a fun little bonus, this update will include a bunch of new Discord RPC art for the update. (Which will also function as album art for services such as Soundcloud, which I intend to upload the OSTs on from now on as well!.

Here it is:



(Art by [Molten_Prod](#))

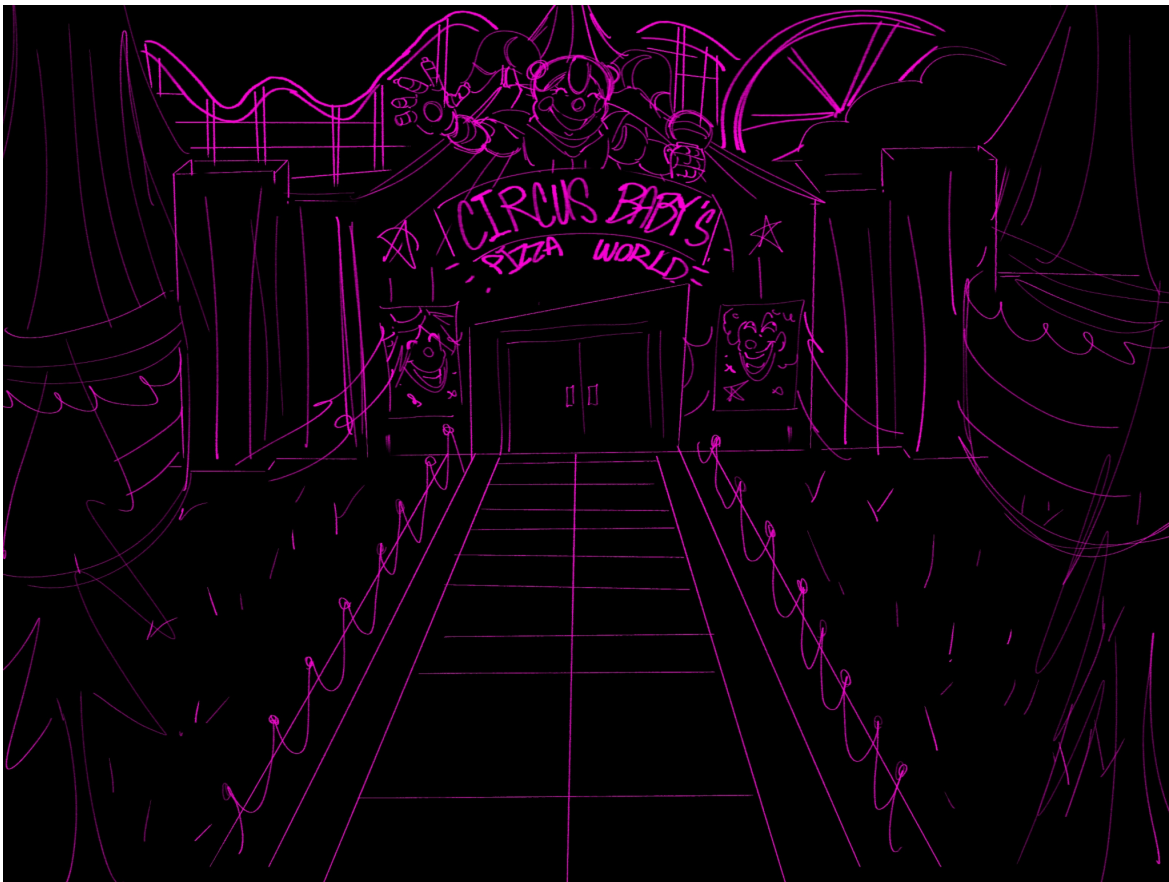
~The Future of Markiplier Montage~:

It is with heavy regret that I had to announce it like this. Montage is cancelled forever and we are deleting everything because I have grown addicted to Slime Rancher 2 /j.

Jokes aside, this following chapter will be dedicated to the future of Montage itself. As I said before this will continue **Heavy Spoilers** for those that have only played the mod. If you would rather NOT be spoiled, move onto the next chapter. I've decided to use a chapter format for this document, so you should be able to simply click to the next chapter!

With that warning out of the way, let us begin with the main subject of this chapter:

Broken ~ I Can't Fix You.



As you are all aware at this point, the next main track in the Montage series will be the Sister Location track, Broken. However you all may notice that it has been a long time with little to no teasers. I am going to be honest with you, **very little actual progress has been made for Broken**. I will elaborate why this has been the case, and what it will mean for the future of the project.

Truth be told, a shift in priorities has been made during the time between Bereaved and Broken. We internally decided within the team it is important we first get the mod closer and closer up to date. And within that time also make sure **all the tracks are up to date**. Yes, and I mean all. Even including Birthday. All the main tracks are getting newer versions. And we are in fact, almost done in this aspect.

I know words however, mean very little. **So let me prove it to you, right here, right now.**

BURNED REIGNITED ~ THE CURSED ATTRACTION (FEAT. GESHTRO, MESHUPMESH, Grizz 🎵 and Kukurydz)

📁 BURNED REIGNITED..wav

BIRTHDAY REIMAGINED ~ MEMENTO MORI.

📁 BIRTHDAY REIMAGINED.wav

That's right, full remasters of both Burned and Birthday have been worked on. Burned has been finished, and Birthday doesn't need much more work to be done either! It was absolutely important to me that all of these tracks matched an equal level of quality, and to get them to a level where I won't have to touch them again.

You may notice quite a lot of names attached to Burned. It was my first time doing a proper collaboration with a bunch of lesser known composers in the

community. And it was an honor working with them. If any of them happen to be reading this, I'm sorry it took so long for anything to come out of it.

Birthday Reimagined itself however is a solo endeavor, with no help from others. I want to truly get it right all on my own. And to deliver a (hopefully) much better version than the original.

These will be the last versions of all of these tracks, even if they're outdated in the future I intend to leave them the same. As I've truly exhausted and done everything I wanted to do with these tracks by now.

You may ask me: **Why all the remasters?**

To answer that question: Over these couple of years, I find myself learning a lot more as a composer and improving. Seeing a lot of useful criticism from my evergrowing audience I am grateful for.

This is not me milking these tracks, It's me trying to make sure they are the best they can be. Until I am happy with them myself. Tracks are always done because I wanted to make them, not just because others wanted them. I'm sorry it's been taking up such a long time, but you gotta remember, in the end it is just me composing these tracks. Sometimes I get help, but most of it is all on my own.

The other reason as to why these remasters matter is well, if you remember, **all of these will be receiving Cory mixes in the future.**

Which leads us to the next subsection of this fragment.

The Cory Mixes:

Ever since Birthday's development, I had been planning with Sammy to make an alternate side to the Montage story. Something more resembling the original FNAF storyline. Being the Cory Mixes. It is very important that every track is the best version of itself, before being turned into Cory mixes.

And not just that, for the sake of the narrative, it is very important I show the story of these Cory mixes **BEFORE** the story of Broken. As Broken will be Cory's equivalent of Mark's Birthday narrative. Every fragment of his

story will be necessary.

I am only one composer. Meaning there's only so much I can work on at once. However I've tried my best to work on every track and remix necessary to truly make this all click together perfectly, as well as every bonus track necessary for every update. It adds up quite a lot!

However, this is not me signaling defeat. I will manage to do everything, this is a hard promise. I love working on Montage more than anything, as silly as that sounds. This project has changed the course of my life for the better. Broken will come, however until that time, I hope you can enjoy seeing Cory's side of the story.

To make you even more excited hopefully is the news that **Sliced will be the final remix track**. Both the FNAF 1 and 3 Mixes will be their **own separate tracks**, following a different vibe and structure. (Think like the Weekend 1 Pico tracks in FNF!) As these tracks tell insanely distinct stories way different from Mark's.

This however does lead me to my final subject of this Chapter: **I need more composers**. Truth be told, to have this project be the absolute best it can be, I do need the help of more composers along the way. It's gotten hard for me to work just on my own now. And it would be heavily appreciated to have more help along the way. In a sense this is a help wanted application.

If you are a composer and are confident in your skill, as well as being able to work with me for the foreseeable future. Please contact me on my [Twitter](#). **Please only apply if you are able to work consistently**. I will try to look at all submissions sent.

Phew, that was quite a lengthy section huh. Let's take a quick breather as we wrap up this dev blog with our final section(s)!

~ Q&A Time! (Spoiler Free !)~

Now onto the final segment of this dev blog, which will be dedicated to answering questions from my twitter. This section will also be split up in two, one for questions relating to the Mod (**Spoiler free!**) and one relating to questions relating to Montage as a whole (**Spoiler Imprisoned!**)

The way the questions will be answered is by first showing the question and the person who asked it, followed by my answer.

Q: “so what are the songs limited to like theres markiplier related ones, bite mixes, ** mixes, fun ones thrown into the mix, etc” - Izzybelleeee**

A: The mod technically does not really have a limit to its subject matter for the most part. While we try to mostly stick to FNAF and Markiplier, things can vary quite a lot. It’s ultimately up to the team and what we want to do. For example Artificial was considered to be part of the mod, but we thought it better to be a one shot instead.

Q: “How did you learn to compose your songs? Was it primarily studying off of others work, and using that knowledge to form these, or did you get better over time? (Only asking because I’m a starting out bite composer, I want to make them the best they can be).” - Clark Da Shark

A: I started out as simply making shitty covers of other FNF songs. From there I experimented with remixes (which were also shitty). Most of what I know was self taught, I took a huge period of time learning music theory and studying the FLP’s of other composers (not just FNF composers!) For a period of time as well I made music that wasn’t FNF related at all to experiment with several genres.

Eventually I started posting these to Twitter, I started with “fixing” bad FNF covers (this would turn out to be a trend during that time). And eventually I started making covers/ mixes based on art by other artists. Eventually I

came across a funny Sonic.exe Bite concept by the artist SammyDrawss.
You know the rest.

In conclusion, I recommend simply experimenting and trying shit. Take your time to learn music theory, there's a lot of useful tutorials out there to help you out. Studying FLPs helps as well. And most importantly, diversify your music taste. Very often do I see people within the FNF community only actually listen to FNF music. Please diversify your taste, there's a lot of good music out there outside of FNF or video game osts. It will help tremendously in your skills as a musician.

Q: "Will there be an outfit selection for each song I.e like maybe from the other parts of fnaf 2" - bredboy0

A: Probably not, as it would take a lot of work to do so. We'd need much more 2d animators that's for sure.

Q: "What are your thoughts on Fanverse Fanspantion?" - Wilklordreal2nd

A: I have no idea what the Fanverse Fanspantion is. However I do know something similar, the Fanverse Fanspansion. Now that, I find really cool. It has been amazing seeing the work they put in their fan tracks, both art wise and music wise. I will always support fan work based on Montage, even if I don't always respond or repost it.

Q: "Is jacksepticeye gonna be in the mod" - Albert Mation

A: Once upon a time. Jack was considered to be the Micheal Afton of this universe. However Jacksepticeye barely likes FNAF to begin with, and hasn't played/ finished most of the games. I've also fallen out of watching Jack over the years, as I don't quite agree with his takes nowadays. While Cory I still watch to this day. Cory also loves FNAF a lot more, and has played and finished every game. So there's a lot more material to use.

Q: "Were you expecting the original Boned video you uploaded to your channel to get that popular?" - IdioticPerson

A: No, not at all. I just made Boned for the fun of it, for the funny. I think it was partially an at the right place at the right time type of deal. As well as people really liking the song.

**Q: “what would you and the team say was the best song to work on?”
- inexpert.**

A: Bite Revisited definitely. It went by really smoothly and didn't require that much asset wise. I would also say it's the song that really gave us a proper direction for the rest of the development of the mod.

**Q: “Will we see FNAF WORLD? That surely has potential.” -
EcoripaDonutson**

A: Maybe??

Q: “What is the hardest part to work in the mod? (Like sprites, songs, etc)” - Jair Cornejo

A: The assets (like sprites, art and animations) take the longest of all. Songs actually take the least amount of time and are done first (I am very, very, very ahead of schedule LOL)

Q: “At the end of Interviewed, Wilford ends up stabbing/killing Mark. I would like to know what that means. Did Markiplier die? Or is Interviewed simply not canon?” - Xaik_Andy

A: Nothing in the extra songs tab is canon. They are all just fun bonuses.

Q: “will the version of boned shown in the old gameplay footage ever be released?” - Mrunsmiley

A: There is no intention to make the ancient versions of the songs into actual playable things in the mod. But you can always listen to the OG versions on my Youtube.

Q: “will there be an easy mode for noobs like me?” - CaveWulf

A: This was originally considered, however there are tools within the songs themselves to make it easier for people who have a harder time with FNF.

You can always skip to the section you died at, or slow the song down and lastly just turn on autoplay so you can simply watch the song.

Q: “Will the following songs have more references to other games and songs?” - TralyHoney

A: I try to represent as much music as I can in each song, so definitely expect even more media to be represented within the songs. I know some people don't like me representing other media through the Bite tracks, however they are made out of my personal love for things, so my apologies for references that fall outside of FNAF.

Q: “After Markiplier Montage, what kind of music stuff will you do next?” - The Six Legends

A: Lowkey, I have absolutely no clue. We'll see when the time comes.

Q: “Question. How is Markiplier Montage Team?” - IronDragon

A: We've been doing great. Though we are a bit stressed out as of late, nothing bad... just something coming up. :)

Q: “are there gonna be songs related to stuff like a heist with markiplier or in space with markiplier?” - teecat

A: I do plan to have songs for most of Mark's various series in the future. So maybe.

Q: “Will Bear5 have a song in the mod or will it just be a joke and nothing more?” - Personaqueexiste

A: Who??

Q: “Why is fnf boned taking so long” - Lua

A:



Q: “Can you make Mark a lil bit more green” - Zippy

A:



Q: “How strong is Mark here?” - LockDown

A: Depends.

Q: “There will be songs related to Scott Cawthon novels?” - RodtilinBV

A: Maybe in the future, but there are no plans currently.

Q: “Why are the OSTs for Bite Revisted and Interviewed so quiet

compared to any gameplay I could find on YouTube?” - Toto

A: This is because SOMEBODY (who helped on the visualizers) turned the volume ALL THE WAY DOWN when working on it, I didn't notice this and thus the upload ended up insanely quiet. My apologies. I will upload updated versions of the exports so you can listen to it more properly.

~ Q&A Time! (Spoiler Imprisoned !)~

Q: “Is the Fazbear Archival Initiative a real thing in the lore or was it just for that one vid” - NightVerse

A: The Fazbear Archival Initiative was a one time joke, it's not an actual in-universe thing. Though something similar does exist like it, but I won't specify what.

Q: “How do you decide the voices or atonals for the characters, like random examples Karma or Plushtap” - Voidofthesky

A: The way I tend to decide voices for characters is if they fit my headcannon voice I have for the character. For example, for Springtrap I never liked his canon overeccentric voice, I always imagined him with a deeper menacing voice. Hence why I chose the Lich. There are special cases like Karma and Death, who are of course my characters and thus match the voices they already have officially.

Q: “Which of the mainline and extra songs is the hardest one to compose?” - Kevin

A: Of the songs that I have already revealed or have already been released. For mainlines, it would have to be Burned Reignited, for a specific reason you won't know yet. For the bonus songs, GoGoGo, as I explored a specific music style out of my element for it.

Q: “Is it all just Markiplier's lets plays of FNAF or is he actually just going through the Freddy's Locations.” - Mabalanka

A: This is something I hope to make more clear from now on. Bite and Boned are just Markiplier playing the actual games. While Burned is him actually going to Fazbear's Frights, and Birthday is an actual "nightmare" he's experiencing.

Q: "Will other fnaf youtubers appear in the mod? Or is it strictly Corey and Mark?" - Moss

A: Besides the Youtubers that have already appeared now, there's only one more Youtuber planned for the future. And it's not one you're expecting, that's for sure.

Q: "In Bereaved, at the spirit's sections where cory sings with the other 5 spirits each one of their chromatics is a different fnaf song (I think) what are they?" - FuntimeGames07

A: In order of spirits, this is each of their chromatics:

Charlie:  "Painted Faces"  Five Nights at Freddy's 4 Song - Trickywi

Susie:  Undertale - Megalo Strike Back (Lullaby | Vocal Cover)【Meltbe...

Jeremy:  Aviators - Our Little Horror Story (Five Nights at Freddy's 3 S...

Gabriel:

 NateWantsToBattle: The Finale [FNaF LYRIC VIDEO] FNaF Song

Fritz:  FNAF SONG ▶ "Let Me Through" (ft. Dolvondo) [SFM] | CG5

Q: "Will we get Markiplier Montage mixes of any other songs like it was with Say My Name For example Lore etc" - Mausy

A: I am not opposed to making more remixes of other songs IF they actually fit the narrative and mod. I still want the mod to mostly consist of original songs after all. Also there will never be a remix of an Ourple Guy song in the mod. Especially Lore.

Q: "What is your favorite song from the montage" - rezza da goat 33

A: That either goes to GoGoGo, Fear Your Shadows or Burned.

Q: "WHERE DID YOU GET THE GIF OF NIGHTMARE FOXY DANCING

IN BEREAVED?" - gray

A: It was an animation specifically made for Birthday by [GGDawn](#).

Q: "besides the mainline songs , the extra are getting a cory mix" - Diegs63890z

A: Only the main line songs will be getting Cory mixes. There won't be any Cory mixes of the extra songs as that would be redundant.

Q: "For "Fear your Shadows" will the artstyle be like, drastically different?" - x8bitpixel

A: Yes it will, the artstyle will fit that of the unique artstyle in the visualizer.

Q: "What's the difference between Mark Mixes and Cory Mixes?" - MrCrossover

A: Every Cory track tends to have a gimmick to diversify itself with Mark's tracks. For example Bereaved is based on the Halloween Edition of FNAF 4, rather than regular FNAF 4. And Sliced has significantly more aggressive animatronics who tend to work on duo's, vs the one on one sections of Boned. The Cory tracks also tell a different, more connected story between all tracks. Truth be told, Bereaved and Sliced are the only actual remixes (it is purposefully like this). Bitten and Locked will be their own tracks as said before. The Cory tracks also tend to be shorter.

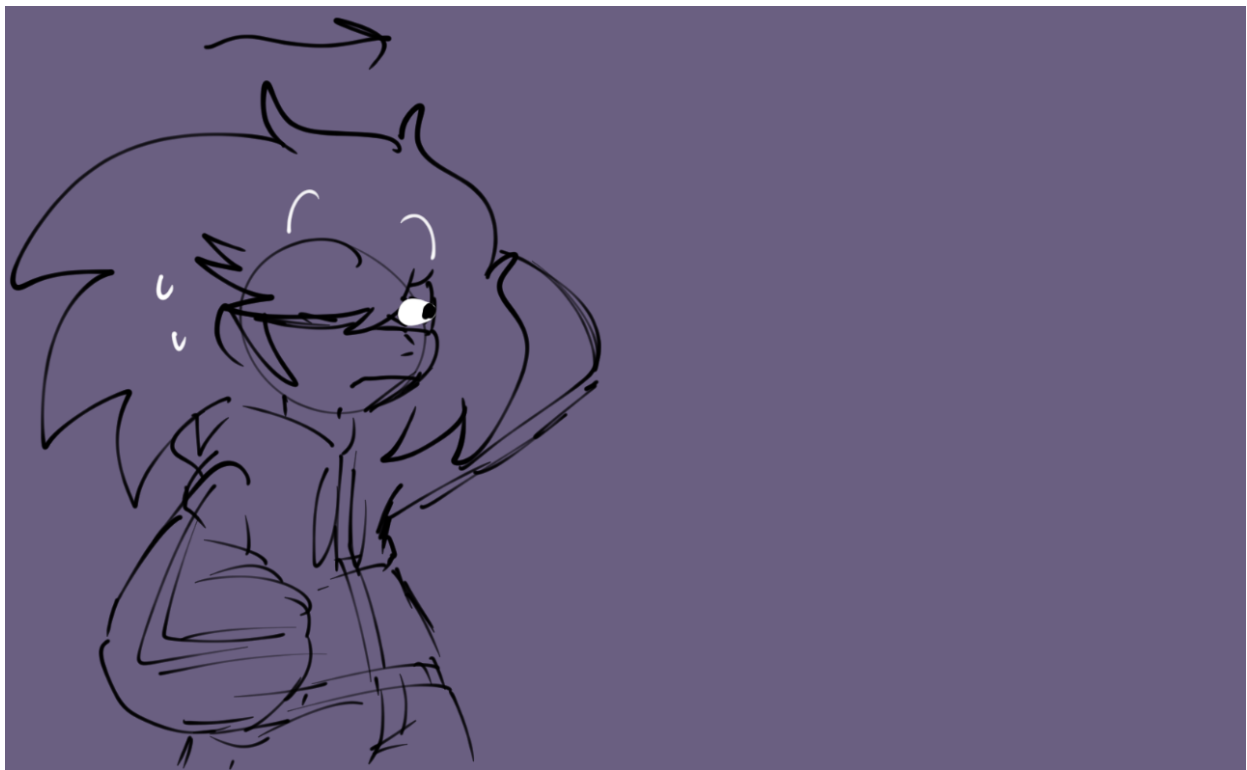
Q: "Describe the SL song in one word" - FazPizza

A: Deception.

Q: "Is Cassidy gonna appear in the markiplier montage lore?" - GoldenGirIV3

A: I DON'T KNOW HOW MANY TIMES I HAVE TO SAY THIS. CASSIDY WILL NOT AND WILL NEVER APPEAR IN MONTAGE. I HATE HER. HER ENTIRE SPOT IN THE NARRATIVE IS TO CONFUSE EVERYTHING AND EVERYONE BY MAKING ANOTHER GOLDEN FREEDDY CANDIDATE FOR NO REASON. SHE NEVER EXISTED. I WILL NOT RUIN MY PRECIOUS

STORY WITH A STUPID CHARACTER LIKE CASSIDY. CASSIDY MORE LIKE
CASSIPEE. I HOPE SHE EXPLODES. GRAAAAH



Well that was weird.

~ Conclusion ~

Hey, it's me, [Molten](#) (*awesome co-director (insert really cool title card here)*), just gonna take over for Sayo over here since... he's occupied.

So! In conclusion, we're doing great! Mod progress is going pretty swell, songs getting done, assets getting done, so no need to worry really, I think.

Hope you guys had fun reading this dev blog, and sorry we didn't answer ALL of your questions. Obviously we can't do that because spoilers and such and whatever, so hopefully the ones that WERE answered are enough to satisfy your little starving montage soul.

Other than that, nothing else we really got to show! So have a nice one guys, fun talking to you through this google doc thingy.



See you around teehee!!

What?

You want something else?

...Okay, fine, I got something...

Don't tell anyone 'kay? ;)

[A Wandering Soul.](#)

See you soon.