

**NOTICE: This MAP will not be monetized, even if ads may appear on the video.**

This MAP has a codeword. so keep an eye out for it in the rules.

**WIP DEADLINE:** Check-in on Discord every 2 weeks

**FIRST FINAL DEADLINE:** May 11th

- You're not required to send a WIP at check-in (unless I set a WIP deadline) so don't worry about it!! It's more to make sure everyone's not rushing at the last second :D

## *Rules:*

Artistic freedom and creativity are very highly encouraged, but please also try to follow the script (at least as a guideline), and the pallets/designs!

- I'd recommend reading the entire script to get the right mood and flow.

This is a **PMV** MAP, meaning your part should have tweening and/or animatic-esque movements instead of full-on animation. (Very low FPS animation is okay if you want, though, especially in more active parts!)

- Be aware that some parts may be longer and/or more fast-paced! Make this as dramatic as you possibly can; try to fit the music, and avoid having still images!
- Here's some good examples of what I'm looking for in terms of movement/expressions: [Hello Kitty Part 14 by Sagutoyas](#) | [Little Pistol Animatic by Nifty-Senpai](#) | [Cherry Pepsi Part 8 by Alex Harrier](#)

I'd recommend listing multiple parts you'd be okay with having; it's also okay to ask for any part!

This is obvious, but I will not accept any work that has been commissioned, traced, stolen; etc.

You're totally welcome to use effects since this is a fast paced MAP! Though, please try to avoid going too overboard with heavy flashing/shaking and saturated overlays.

It's 100% okay if you have to drop for any reason, or if you need an extension; I've been there myself (plus I know MAP parts take a lot of work and I'll always value health over a free MAP part)! I won't ever be upset, but it's a lot less stressful when you communicate with me. <3

I'll always try to be understanding, but I have the right to ask you to change something in your part, altogether refuse it, or kick you from the MAP.

Gore is *absolutely* allowed, especially during fight scenes (there will be a warning in the final MAP)! Try and keep it close to the script and references, please, and don't be unnecessarily off-canon, but don't be afraid to go all-out with blood and brutality!

You must have art/editing examples somewhere. I won't pick parts based on subscriber counts; rather, I'll pick based on how you draw expressions, body language, and how your art goes with the emotion and atmosphere (as well as effort)

The MAP focuses on movements/expressions, but it'd be extra awesome if you were able to put effort into the backgrounds and atmosphere, too, and make it more than just flat colors and gradients!

You're totally allowed to collaborate as long as you let me know in advance so I can credit everyone!

Parts should have **1920x1080** dimensions.

Please try and cut the audio the best as you can, but it's extra helpful to me if you add a few extended frames at the beginning and end of your part so I can edit more easily!

- You can always ask me to cut the audio for you if you're having trouble with it!

Please provide a sendspace/Google Drive/emailed download to your part when you're done!

If you've read the rules, describe the script of one (1) desired part in your own words. If you're looking to specifically be a backup, put an arrow ( > ) or triangle ( ▶ ) somewhere in your comment.

This MAP will also have a Discord server for easier, faster communication between the host and participants. Joining is optional but very highly recommended for participants!

- Spectators *can* join, but some channels will be for participants and backups only to keep things clean.

Please make sure the final version of the part you send me has NO watermark; this includes program watermarks, too. I'll have name watermarks in the final MAP.

1-2 parts per person for now! Please don't stress yourself too much!

## *Background/Character References:*

**“The Pose” (Parts 10, 18, and 29)**

For these parts just show Mapleshade rearing her head back dramatically like in the linked references; you don't have to do it 100% like I did it; the more wild her body language and expressions are, though, the better!!

Pose References: <https://sta.sh/0d3yoktsd0k>

Background pallets: <https://sta.sh/21d71rdui9ai>

Character Designs: <https://sta.sh/219y5vo1nfzb>

## *Script:*

- Parts in darker red are typically meant to be faster and more dramatic in terms of movement.
- Parts in bright red involve the “pose” seen before the script; they **don't necessarily** have to be fast-paced like the dark red parts, focus on dramatic angles and expressions.
- The 2 parts in light red are described in the script.

### **INTRO: INSTRUMENTAL**

(PALLET 1) 1 shot of the forest at Sunningrocks while it's raining; you don't have to draw any cats for this part.

- Try to make this background detailed; but leave some room for text!

### **PART ONE: Oh-oh-oh-oh-oh, oh-oh-oh-oh, Oh-oh-oh-oh-oh, oh-oh-oh-oh**

(PALLETS 1 + 6) On the muddy, soaked ground on the other side of the river (don't refer to the barn yet) are the drowned bodies of Mapleshade's 3 kittens. They dramatically transition (be creative) to their spirit forms (background becomes pallet 6); clever transition to Mapleshade sitting in the darkness with her eyes closed (where the title will appear).

- Try to make it a fast-paced introductory sequence, be dramatic with the angles and think of an anime opening but take as many creative liberties as you want!

### **PART TWO: Oh-oh-oh-oh-oh, oh-oh-oh-oh, Oh-oh-oh-oh-oh, oh-oh-oh-oh**

(PALLET 1) Transition to 1-2 shots of a soaked Mapleshade sitting silhouetted just inside a barn, watching while it rains outside.

- Try not to use any close-ups for this part; leave some room for text!

### **PART THREE: I've been walking this road of desire, I've been begging for blood on the wall**

(PALLET 1) Focus on Mapleshade's body/facial expressions as she monologues bitterly and slightly wistfully. She loses her composure and suddenly whips around furiously, dramatically raking her claws across the inside of the wall/doorway.

- IMPORTANT: Mapleshade should have PMV/animatic-styled lipsync.

- Perhaps, at the end, you can show her dramatically imagining blood on the wall scratch/her paw.

**PART FOUR: *I don't care if I'm playing with fire, I'm aware that I'm frozen inside***

(PALLET 1) I don't have much of an idea for this part, but be creative with showing Mapleshade vowing her vengeance on the clans at all costs while walking towards the barn entrance.

- IMPORTANT: Mapleshade should have PMV/animatic-styled lipsync.

**PART FIVE: *I have known all along, So much more going on, won't deny it, but I know I'm not standing alone***

(PALLET 1) Mapleshade, now energized with anger, dramatically walks out of the barn. (The rain has just stopped, but the surrounding grass and plants are still wet.) She closes her eyes, coming to terms with the things that have happened to her; she then opens her eyes, seeing the "spirit" of Larchkit leading her towards Highstones.

- IMPORTANT: Mapleshade should have PMV/animatic-style lipsync.

**PART SIX: *You've been playing my mind though my wishes, you can feel that we're haunting the truth***

Flashback to Ravenwing finding the truth about Mapleshade and revealing her to the clan, who all turn on her. Do **not** show her being exiled just yet.

- Try to stick with somewhat blue-ish color schemes for the backgrounds in this part.

**PART SEVEN: *Don't know why, can't hold on, always losing control***

(PALLET 2) Transition to the Moonstone, where Mapleshade grows angrier and angrier as she stalks Ravenwing.

**PART EIGHT: *In the middle of the night, I don't understand what's going on, it's a world gone astray***

(PALLET 2) Mapleshade lunges at Ravenwing; in his confusion, he struggles against Mapleshade feebly until she tightly seizes him by the throat.

**PART NINE: *In the middle of the night, I can't let it end, someone keeps searching and shatters your life***

(PALLET 2) Mapleshade shakes him around and brutally slams him into the Moonstone to finally snap his neck, before tossing his body to the side. His neck is mangled, torn, and very bloody.

- IMPORTANT: Right when Mapleshade kills Ravenwing, have blue shards (similar to Larchkit's spirit) appear from around his neck and then quickly disappear.

**PART TEN: *It will never be in vain, in the middle of the night***

(PALLET 2) Mapleshade rears back her head and triumphantly yowls as she does “her pose” (seen before the script) in front of Ravenwing’s bloody body. She then turns and hurriedly leaves.

#### **PART ELEVEN: INSTRUMENTAL**

(PALLET 6) Cut to another hallucination/dream, where Mapleshade sees her kits (refer to their SPIRIT forms, all three look scared) and, surprised and worried, she can’t do anything while Larchkit’s spirit “shatters”. Petalkit and Patchkit’s spirits fade away into darkness.

#### **PART TWELVE: *No more tears, no, ‘cause nothing else matters, I’ve been closing my eyes for too long***

(PALLET 3) Mapleshade wakes up in her nest in the barn, on the verge of tears. She sits up and shivers, closing her eyes while trying to regain her composure.

#### **PART THIRTEEN: *Only vengeance will make me feel better, there’s no rest ‘til I know that it’s done***

(PALLET 3) Mapleshade then lifts up a paw (which is still stained with Ravenwing’s dried blood); go all-out with using wild, edgy expressions and concepts here. Her attention is then caught by the “spirit” of Petalkit leading her outside and towards ThunderClan territory, this time.

#### **PART FOURTEEN: *You’ve been playing my mind through my wishes, you can feel that we’re haunting the truth***

Flashback to Frecklewish furiously yelling at Mapleshade and the kits over Mapleshade’s betrayal (thus scaring the kits), and attacking Mapleshade before Mapleshade is exiled by Oakstar.

- Try to stick with somewhat yellow-ish color schemes for the backgrounds in this part.

#### **PART FIFTEEN: *Don’t know why, can’t hold on, always losing control (Losing control)***

(PALLET 4) Mapleshade grows even more furious than before as she approaches Frecklewish, even snapping out of reality for a brief moment.

#### **PART SIXTEEN: *In the middle of the night, I don’t understand what’s going on, it’s a world gone astray***

(PALLET 4) Mapleshade attacks Frecklewish and then jumps away, taking the chance to kick aside a rock to disturb a snake. Frecklewish recovers, turning around very frantically.

- **Don’t** show what she’s reacting to, but at the end of the part, show Frecklewish turn around just in time to screech in alarm at something.

#### **PART SEVENTEEN: *In the middle of the night, I can’t let it end, someone keeps searching and shatters your life***

(PALLET 4) The snake then strikes Frecklewish, stretching its jaws sideways into both eyes. Frecklewish panics, only taking more damage as she turns around and desperately tries to throw off the snake. She quickly begins to bleed and foam at the mouth and eyes, screaming in terror as she collapses.

- IMPORTANT: Right when the snake strikes Frecklewish's eyes, show yellow "shards" (similar to Petalkit's spirit) appear from around her face and then quickly disappear.

### **PART EIGHTEEN: *It will never be in vain, in the middle of the night***

(PALLET 4) Maplesshade reveals herself and now triumphantly rears her head back and does "her pose" (seen before the script) in front of the collapsed, terrified Frecklewish, before quickly leaving the scene.

### **PART NINETEEN: INSTRUMENTAL**

(PALLET 4) While exiting ThunderClan territory, she spots the "spirits" of Petalkit and Patchkit leading her towards RiverClan territory. Petalkit's spirit shatters and disintegrates while Maplesshade, growling with bitterness and anticipation, follows Patchkit.

### **PART TWENTY: INSTRUMENTAL**

(PALLET 4) Maplesshade loses sight of Patchkit as she travels through RiverClan territory, climbing into a tree and growling as she lies in wait. Eventually she falls asleep, with the camera drifting away from her in sync with the music.

### **PART TWENTY-ONE: *Oh-oh-oh-oh, Oh-oh-oh-oh, Oh-oh-oh-oh, Oh-oh-oh-oh***

Maplesshade has a flashback of her soft, vulnerable moments:

Being in love with Appledusk, then the joys of her 3 kits, then ThunderClan cats taking care of the kits and being supportive of Maplesshade, and then a shot of Maplesshade's growing, content smile.

- 4 shots only!

**(IMPORTANT:** Parts 21 and 22 should be very highly contrasted in tones, with part 21 being "softer and warmer" and 22 being more "painful and sharp". But they also should tell the story of how Maplesshade's happiness was ripped from her. You can ask for them together if you like!)

### **PART TWENTY-TWO: *Oh-oh-oh-oh, Oh-oh-oh-oh, Oh-oh-oh-oh, Oh-oh-oh-oh***

The flashback continues:

Frecklewish yelling while Ravenwing stares coldly, then Maplesshade mourning horribly over her drowned kits, then Maplesshade being surrounded by indiscernible cats all yelling at her while she's banished from two clans; and in the midst of it all, Appledusk staring unsympathetically even after everything that's happened to her (feel free to show Reedshine curled at his side, seeming sad and concerned)

- If possible, try to incorporate the reddish colors of Patchkit's spirit when Appledusk is on screen, especially when the music becomes more intense at the end.

- 4 shots only!

**PART TWENTY-THREE: *Oh-oh-oh-oh, Oh-oh-oh-oh, Oh-oh-oh-oh, Oh-oh-oh-oh***

(PALLET 5) Maplesshade, still in the tree, snaps awake and spots Perchpaw, practicing his battle moves alone. Appledusk and Reedshine can be seen talking way off in the distance, too far away and distracted to see either Perchpaw or Maplesshade. She grins viciously as she plans.

**PART TWENTY-FOUR: *Oh-oh-oh-oh, Oh-oh-oh-oh, Oh-oh-oh-oh, Oh-oh-oh-oh***

(PALLET 5) Maplesshade leaps down the tree and tackles Perchpaw, struggling to drag the squirming apprentice back up the tree and forcefully keeping him down behind the leaves as she lies in wait.

**PART TWENTY-FIVE: *In the middle of the night, in the middle of the night***

(PALLET 5) Grinning, Maplesshade slinks down from the tree and dramatically emerges from the shadows in front of Appledusk and Reedshine, who look extremely shocked to see her. Patchkit's spirit appears beside Appledusk, his fur starting to "crack" a little more.

**PART TWENTY-SIX: *In the middle of the night, I don't understand-***

(PALLET 5) Maplesshade starts to lunge at Appledusk, who tries to move but is too slow. At the word "night", The background turns and stays white as Maplesshade strikes him viciously under his chin and down the throat.

- This part should be very dramatic; go all-out!
- IMPORTANT: Right as Maplesshade strikes Appledusk and his body is still falling, show reddish "shards" appear from around his neck (similar to Patchkit's spirit) and then quickly disintegrate.

**PART TWENTY-SEVEN: *-what's going on, it's a world gone astray***

(PALLET 5) The background snaps back to normal as Appledusk's body hits the ground and Maplesshade lands. She recovers, looking wild and energized, when Perchpaw comes from out of nowhere and bites down on her neck to grip it.

- IMPORTANT: This part of the scene is changed a little; Perchpaw has not yet dealt a killing blow in this part. Maplesshade should not be bleeding much yet.

**PART TWENTY-EIGHT: *In the middle of the night, I can't let it end, someone keeps searching and shatters your life***

(PALLET 5) Maplesshade turns around, desperately trying to throw off Perchpaw, who has gotten a good enough grip to sink his claws in her throat. She powerfully smacks him in the head and sends him reeling to the side. She yowls in fury, blood bubbling from her mouth and throat while Perchpaw and Reedshine regroup.

- Try to focus on Maplesshade's desperation in this part! Again, go absolutely *wild* with expressions, poses, and shot choices!



**PART TWENTY-NINE: *It will never in vain, in the middle of the night***

(PALLET 5) The camera zooms out as, trembling, Mapleshade stands and does “her pose” (seen before the script) one last time, looking wild as blood now spills down her jaws and chest. She turns and runs away, bleeding.

**PART THIRTY: INSTRUMENTAL**

(PALLET 5) Mapleshade runs back through RiverClan territory, her movements getting clumsier and more frantic as she loses more blood.

**PART THIRTY-ONE: INSTRUMENTAL**

(PALLET 5) Mapleshade continues to run through the forest, stumbling, shivering, and bleeding a lot while the sun starts to go down. She starts to look very crazed and shaky.

**PART THIRTY-TWO: INSTRUMENTAL**

(PALLET 5) While the sun is setting, a bloody Mapleshade makes it to the barn and hurries inside, she half-crashes/half-collapses in her nest; she’s crazed and shivering, but exhausted from blood loss.

**PART THIRTY-THREE: INSTRUMENTAL**

(PALLET 5) The sun is almost gone and Mapleshade continues to slowly bleed over the hay, and she stares numbly at the blood pooling in front of her. She tries to get back up, but she’s too weak and she dies.

- In Mapleshade’s blood, try to incorporate streaks of the same blue, yellow, red that are the kits’ spirits/shards! But try to make it subtle, like it’s just a reflection of those colors or a trick of the light.

**OUTRO/CREDITS**

I’ll handle this :’>