

Easy

Mapper	Receiver	Prompt
ABuffZucchini#3144	Luma#6726	Intermediate jellyfish gameplay bringing something new to the table, featuring a bit more fluid core inventory gameplay for unique movements.
AliceQuasar#2005	JAN is EXIST#5647	An easy beginner map that is also a gripping high school drama.
Banana 23 #7280	Quinnigan#07 29	Exploration, Metroidvania elements (abilities, map, and/or multiple areas), Good atmosphere, Beginner-Intermediate, Open gameplay that doesn't enforce only one route all the time.
DanTKO #6229	tobyaaa#7052	a map with layout design similar to flooded waterways, with significant structural looping and repeating previous rooms in different states. In an absolute ideal state, no gameplay section gets "used" less than two or three times, and mechanics are used creatively to make each visit to the same section feel unique (but that's likely too big an ask). Bonus points if it takes a second to figure out where to go next. Anything more specific than that I don't particularly care about, but I'd ask to generally avoid tech, and keep it below expert.
Donk#1010	Ellis Vesper#4355	Something that requires thinking about how to get through rooms, with a focus on basic platforming moves like dashes and climb jumps. Wallbounce/wavedash style tech is fine in moderation but don't overuse them. Any difficulty.
Ellis Vesper#4355	LegS#3377	<p>I'd like something wacky and inspired by Dariacore, ideally by something from the 2nd or 3rd album playing in the BG (kinda like 100 ridgs). Have the gameplay be creative with very limited or no use of wounces and coosts (I'd prefer the map to not use woosts, dypers, dupers, core tech and maybe neutrals too). (I'd like the map to be somewhere in the beginner - red int diff range) (tech does not equal diff so feel free to use basically whatever).</p> <p>If you wanna make a vertical map that'd be cool too, but it doesn't have to be :glumbsup:</p> <p>(You could also potentially make uhhh it funny, but not in the haha random dr john morbius balls way) Uh ye (trolls could be wacky :flush:)</p> <p>If you also had the deco be.. very trippy and abstract that would be cool me thinks</p> <p>Also please please add good dialog and try to avoid spinner, bgtile and</p>

		decal cut-off or else I'll cry :')
Ezel#5709	Banana 23 #7280	<p>I structured this weirdly so if you have any comments or questions feel free to ask me for any clarifications, I'm celestecord so contact shouldn't be toooo hard.</p> <p>----- THE PROMPT</p> <p>I think that for this I would either like an exploratory map, somewhat like a standard metroidvania, or alternatively a "remix" on a vanilla chapter. (by remix i mean a new take on the level theme and remix on the style of gameplay in the level, exp: frost torn city with chapter 3 structured gameplay)</p> <p>----- DIFFICULTY & GAMEPLAY STYLE</p> <p>difficulty wise I would prefer things that are lower in difficulty (int to beginner is the sweet spot for me) but I can play some grandmaster maps and basically all expert maps.</p> <p>Gameplay wise I would most likely prefer stuff that leans toward the vanilla style of mapping, think of maps like:</p> <ul style="list-style-type: none">- Glyph- Sunset rise- Mount everest- The Road Less Traveled <p>Some maps that i think "do not" follow the ""vanilla mapping"" style are maps like:</p> <ul style="list-style-type: none">- 7d (in the way you gotta discover setups to do stuff consistently)- the latter half of Abyss (basically after the city cp where it gets precision based)- Eclipse (the campaign) (I just don't really enjoy the style of gameplay offered) <p>Also I'm not the biggest fan of techspam unless its done realllly good, I prefer focusing on creative ways to get the most out of mechanics.</p> <p>But if the mapper decides they want to try the open metroidvania approach, I'd rather them have the gameplay be easier with more emphasis on exploring rather the room to room gameplay (think of how normal metroidvanias are structured, in that not every room is not gameplay oriented.)</p> <p>----- OTHER STUFF</p> <p>place the map takes place is up to you but I prefer maps that take place</p>

		<p>in, an actual place, so preferably no "geometric voids" please, but rather places that feel like they could exist in our real world.</p> <p>tldr: good deco/ ""vibes"" would be appreciated.</p> <p>You can use all of the maps that i mentioned that had good gameplay styles as a baseline for deco/theming, preferably less so the first cp of sunset rise cause it looks kinda wack imo, but yea.</p> <p>also if the person wants to go with the open/exploratory map, I'd like the map to not rely on vanilla themes/locations, unless they're done in a unique/creative way.</p> <p>-----</p> <p>-----</p> <p>but yea uh I hope you have fun making this and I hope this isn't too confusing or anything lol</p>
JAN is EXIST#5647	Nyan#0017	<p>I would love to have a delightfully silly little map. The map MUST have a story. Whether it's serious or not is up to you, but there must be a story. Also madeline has to say fuck at least once. If the story somehow relates to the gameplay and environment, bonus points to you.</p> <p>Gameplay wise, keep it below red expert. I do like tech-centric mapping, but any gameplay is fine, just no cycles please.</p> <p>Visually, just don't do vanilla deco that's so boring.</p> <p>Okay enjoyyyyyy</p>
Luma#6726	Donk#1010	<p>something with jellies, swap blocks, and double jump refills. would love it to have an otherworldly vibe, as well as use music from the game "astroneer." a mini story would be nice too.</p>
OkNano#597 9	xolimono#552 6	<p>some kind of weird, abstract, or even psychedelic vibe, perhaps something like Black Space from omori. Not exactly creepy, just wacky and/or off in terms of vibes. Gameplay can be anywhere from beginner to advanced, whatever gameplay mechanics are fine, though i will love you to death if you use itj mechanics because they're underused and quite fun imo. preferably the gameplay is more flowy, not too puzzly or slow</p>

ricky06#9297	PowerAV#755 5	<p>A techless beginner - intermediate story map about Madeline time traveling to various places in the history of humanity (including the future).</p> <p>There is not limit for the size of the map. You can make it as big as you want.</p> <p>For gameplay, I really don't care what you are going to do. As sure it is fun and makes sense thematically I will enjoy it.</p> <p>If you can, put of focus on the deco and atmosphere, making each time section feel unique on its own. Don't feel afraid to use custom sprites.</p> <p>The map should also have very funny dialogue. Do whatever you want with the story. Add funny characters, celeste references, irony, cypypastas, people that exist irl, just make it silly, but also engaging. Make sure to add some interesting plot twists.</p> <p>Also, it should have a bossfight at the end. It is up to you how you are going to make it. Just do it in the most epic way possible. If you don't any ideas, you could try using Spekio's Helper bullet generators.</p>
Toto00#0614	Phrog#5348	<p>Something that explores an underused entity, maybe sobokans or chain movers from Sardine7, in a bunch of diffrent ways. Deco theme is up to you, but should not be a shitpost, and should be semi-high effort and a vibe. Difficulty should be under advanced, with minimal tech and a focus on graphics. graphics should not hinder gameplay. Nothing super puzzly but some routing elements maybe. Finally, more rooms the merrier.</p>
tobyaaa#705 2	OkNano#5979	<p>preferably low difficulty (beginner/int) something with clear pipes and probably a mechanic that interacts with them (also cycles too possibly? (idk people seem to either be bad at or hating making cycle gameplay))</p>

Medium

Mapper	Receiver	Prompt
BlueXans#6571	Aiden#6175	<p>A non grav helper map :)</p> <p>Gameplay:</p> <p>Expert/gm non techspam map. Some entities to use: springs (sprancels my beloved, yes you should use them), swap blocks, and feathers.</p> <p>Saying non tech-spam, I'm cool with the occasional use of tech but nothing that's like super unintuitive or a lot, like no ultra chains, no silly tech that i dont respect like reverse cob nobbs. say yes to cool movement setups like those in totm. also please for the love of god don't take this to mean making a fan-game precision map.</p> <p>No: switch gates, bubbles, or throwables.</p> <p>Please feel free to use other entities as you see fit, just make sure to definitely use/not use those ones listed above</p> <p>Theme:</p> <p>I'm a big fan of nyan style maps with silly themes and lighthearted jokes made about the community that are also genuine critiques lol, so please, shitpost as much as possible <3 Also my favorite decoration is where the map is built into an actual setting, and not just a series of gameplay rooms one after another.</p>
Flamecraft er113#9960	Scribbles Is Sorry#1721	<p>Looping gameplay map with core Inventory but no core deco theme (Having to utilize a bit a dashless moves and such (But not to the point where It becomes straight up spike tech spam)) Zip movers paired with any entites of the person's choosing. Visuals would preferably be on the more grim/bleak side</p>
hennyburg r#6451	Cabob#6566	<p>No nyan and power av style shitpost maps. Fun gameplay pls :)</p>
LegS#3377	Ezel#5709	<p>A map which utilizes time stop refills, and focuses on puzzling and routing, something in style of Temporal Shrine. Any difficulty, any room</p>

		count, other custom mechanics are allowed, just don't overdo with them avoid extreme input density.
Moladan#6258	Asgord#5009	Fast paced, tech heavy gameplay with satisfying movement (like darkmoon ruins, vivid abyss, fennec forest excluding flag 1). Pretty much any vanilla or modded entities work except for cycles, feathers, non static bumpers and seekers. I really like moving blocks (zippers, swap blocks, kevins, etc.), dream blocks, springs, holdables and gravity helper stuff (not everything has to be in the map but you get the idea). Difficulty: anywhere from high expert to low gm+1
Nyan#0017	ricky06#9297	Int/Advanced map that has an atmospheric naturalistic theme, which can be pretty subjective so I leave it up to your interpretation! Some good examples would be stuff like TRLT, Glyph, Hibernation Apex, The Climb, etc. I like wacky modded mechanics with elements of puzzles/routing, but nothing that alters Madeline's normal physics too much (aside from Gravity Helper, that's fine). Non-Celeste custom music would be neat too :D Aside from that, feel free to go crazy with it!
pansear#3836	Yoshachobi7#0827	I would love to see some kind of routing puzzle or anything non-linear made for me. This could be similar to stuff like bloom vault or radiant sanctum to darkmoon ruins (both slow and fast gameplay are cool). I don't mind what difficulty it is at all, probably stay away from beginner or int though (unless you can make it super interesting). I'm a big fan of stuff like throwables, time crystals and gravityhelper stuff so if you want to use something wacky go for it. I don't care about deco as long as it isn't too similar to vanilla and looks cool.
phant#7966	hennyburgr#6451	Something that I think could be cool would be a puzzle map kind of similar to Crystal Enigma (but better). If you don't want to make that, a standard level with a difficulty level of low expert or less is okay too! In case you want to base the aesthetics/gameplay on a different game, I do also like Portal, Mario, Baba is You, VVVVVV, Terraria, and Rain World (but keep in mind I haven't completed RW yet, so please avoid spoilers if you go that route). Don't feel pressured to use that list, even if you want to base the map on something.
Phrog#5348	pansear#3836	high advanced or expert tech spam stuff but make it silly, use boosters i dont like bumpers and feathers for the deco id like some ruined temple outside (nameless pillars, temple of the glyg) unless you can think of somethig better
PowerAV#7555	AliceQuasar#2005	Make the theoretical birthday map for me turning 80 years old. Homer Simpson must be present in the map in some way. Go wild, just don't make grandmaster or grandexpert
Quinnigan#0729	DavDualMain#9809	I would like some puzzly aspect to it, but mainly something that will have me thinking and looking all over the place. Not too hard but still a challenge

<p>rocketguy 2#4128</p>	<p>Ru#8242</p>	<p>I would like a map that takes fairly simple mechanics that are used often (like vanilla stuff or popular modded entities) but I want to see new setups and things that I haven't seen before used with them. If you look at the second and third chapters of lunar ruins or the d-sides that's sort of something I'd like to see.</p> <p>I will list some maps that I really enjoy and that can help give clarity: Midnight Aquarium- I like how it takes simple mechanics and just sorta makes something cool with it. Some of the setups don't work the best but at least they are cool. AFMB- This map has a ton of entities and tech and it doesn't really mind putting like 50 different things in one room SOCM- I love how the temple part of this requires routing at the start and it makes it feel so much more alive. The custom textures for everything are cool and even though people don't like it for being tight I personally love it.</p> <p>Maps with no comments: Calypta Bloom Vault Glyph Delusional Canopy</p> <p>Fore the style of the level I want it to be unique, almost sacrilegious. Like of course I want the gameplay to be fun and the deco to look nice but I don't want your average "Moonlit Cliffside" or "Overgrown Tower" (I just made those names up but they should help prove the point). You are free to do "quirky" or "silly" things with the map, while still keeping it serious and playable.</p> <p>I don't want the deco to be generic either, I'm a big sucker for atmosphere, whether that be stuff like glyph or ligament but I'm fine with as much detail and ambience as you want. Make sure that the map isn't a pain to look at though.</p> <p>The difficulty I want to be either expert to very low gm or high-octane intermediate. If you go with HO-int though the map should be longer/ puzzly so I won't spend like 2 minutes on it. Please do not make an advanced map. Also if you make your map hard look out for traps like tech spam and constant inputs. Tech should only be used if it feels right and don't try and force anything, and make sure to give breathing room to the player. Also I really enjoy cool routing, so that's a must for this map and also it shouldn't be too short, it should feel like something complete and not thrown together for a collab (even though it is).</p> <p>Overall I just want a map that's fun and can make me go like "yooo that's actually really cool" or something. I'm kinda hard to please with mapping which explains the massive essay but I'm assuming goose or bosssauce will see this and know that it's a fit for you. Also feel free to reach out to any of my friends in the celeste community, they know stuff about me that would give you some more ideas or context.</p>
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Ru#8242	phant#7966	I would like a map with high amounts of color, aesthetic that isn't similar to Vanilla Celeste and speedy gameplay without too much tech, I'd prefer it not to be a joke map this time.
skqw#3977	rocketguy2#4128	<p>The map would primarily use Sandwich Lava, but beyond core mode switches should not use any other core mechanics. I would appreciate some other mechanic that is modified depending on if the map is in hot or cold mode.</p> <p>Importantly, the map should be in two parts, the first part should roughly yellow advanced, and focus on fairly normal lava sandwich gameplay, no tech harder than advanced and no neutrals. Give the player 1 dash that regenerates on the floor.</p> <p>The second half will require the player to beat the first part backwards, this should be mainly a puzzle level, focusing on the player having to figure out when and in what order to activate the core switches in order to have both enough time and the right dash count in order to be able to make it. This should be green - yellow expert, but has the same tech requirements as it. Give the player more than 2 dashes, which don't regenerate on the floor. Try to keep any structural changes to a minimum, aka don't have a touch switch at the end of the level which moves a bunch of stuff in the rooms out of the way.</p> <p>I'd like the main mechanics used in the map to be extra jump refills, a throwable with jellyfish in it's name and one other type of throwable that does not let the player float like a jellyfish does. I have no strong feelings on what the deco looks like as long as it is easily differentiable from core.</p>
xolimono#5526	ABuffZucchini#3144	I want a map that has unorthodox decoration. What that means is obviously up to interpretation but essentially it shouldn't look generic (or chaos complex esque!). As for gameplay, something intermediate to advanced would be preferred, I like shade world, and other maps that use mechanics in unique ways with each other, if you're looking for inspiration.

Hard

Mapper	Receiver	Prompt
Aiden#6175	skqw#3977	Custom keybind as the central mechanic (ex: flavors of pi, project barracuda, okcolorgrade). Keybind doesn't have to be a toggle if the mapper decided to be an epic swag gamer but idk they'd have to come up with the idea. Toggle mechanics are fine and fun
Appels#6912	VA2M#0014	Kevin routing puzzle using time crystals, gravity helper and moving objects with stuff attached to them (aka eevee helper). Main difficulty should come from figuring out the route, with the upper limit being low gm Deco should be unnatural and hostile
Asgord#5009	Ecl1psed#7156	I would like a yellow-red grandmaster difficulty map that uses gravity helper, zipper blocks + swap blocks and has fast paced gameplay. If you want, you can throw in another modded entity if there is one that would fit nicely with the aforementioned ideas. For the visuals, it's pretty open ended, although I think a darker theme would work better (i.e. maybe underground, or a techno type theme, whatever you want really)
BossSauce#6862	Kazt#6343	Fast paced flow-y gameplay gm map. Featuring Puffer Fishes and Dream Zip Movers as the main mechanics! You can add more stuff that makes sense for the map but I prefer a small entity palette for maps. The map has to have ultras! not necessarily chained ultras but if it fits cool. Preferably no cornerboosts and no dream redirection, also I think buffer climb jumps are neat! Preferably not much use of dream hypers.
krrwnn#9700	Fraz#4143	I'd like a map with short, intense rooms and lots of speed! The choice of mechanics to use is left up to the mapper. Expert or GM difficulty would be ideal, but it's not required. The map's theming should have ominous, evil vibes.
Cabob#6566	goose!#3606	A red-expert to green-gm map involving Communal Helper Connected Move Blocks and Solid Extensions, but also use a lot of uncollidable Solid Extensions for a bunch of wacky and interesting moves and blocks! Mechanics should also include a smorgasbord of spring cancels and one other mechanic to spice things up. Gameplay should be fast and pretty speedtech-based, similar to Winter Collab's Lunar Ascension. Deco should be something wacky and pretty original but as long as it fits the theme (and has banger music) itll be wholesome.
Ecl1psed#7156	BossSauce#6862	I would like something that is very unique and whacky. Something similar to the creativity of Old One's Mausoleum from last Secret Santa (the gameplay feel, not the entities and such). Gm, but not cracked.

Fraz#4143	BlueXans#6571	A map using the superdashing variant. Speedtech exclusive to the variant (https://github.com/kivkivov/Celeste-Superdash-Resources/blob/main/basics.md#how-do-speed-chains-work)
goose!#3606	HiveMindsRule#3763	Easy to medium gm gameplay with rooms revolving around unconventional tech.
HiveMindsRule#3763	Toto00#0614	expert-low gm difficulty, and using some unique interaction between entities or other unique concepts. (Would recommend looking at what you can do with EeveeHelper or CrystallineHelper)
Kazt#6343	Moladan#6258	Tech heavy map roughly at the level of low-expert to mid-gm. Screens should be very short (10 seconds at most) with a focus on very dense inputs. You can throw in some modded mechanics to make things interesting, but I keep things relatively open. I do not care about deco, so feel free to go very light on that.
Scribbles Is Sorry#1721	Appels#6912	A map using canyon helper spin orb direction tech. Play fishtank's Silver Ridge and go to the room to the right of the end for an explanation on what I mean by this. show me the craziest stuff you can come up with using this tech mixed with any entities that work well with it. A wide entity palette is fine and even encouraged, but try to keep the gameplay focused - iterate on the ideas and moves or show new ones, don't just do the same thing with different entities in each room. I want to see some wild stuff. Fast-paced gameplay preferred, to the extent it can be done with spin orbs while still being fun. Difficulty can be whatever lets you bring out the most of the tech's potential (just like, don't make it gm+2 or something).
DavDualMain#9809	krwonn#9700	reusing entities multiple times in creative ways, flowy gameplay with tech but still interesting enough to not be techspam (think glyph or delusional canopy), detailed deco with good choices of colours and assets (i.e. custom assets, or significantly recoloured vanilla assets), very playtested and polished to remove jank and ensure that all deaths are fair all moves are consistent, good camera that is not jerky
VA2M#0014	Flamecrafter113#9960	Bounce Helper, Bounce Move Blocks, start with Two Dashes
Yoshachobi#0827	DanTKO #6229	I'd like to see Outback Helper portals and Gravity Helper entities as the main gimmick of the map; where you'd use a combination of momentum, switching gravity, and portals to get through obstacles (kinda like portal reef, but a lot more trippy and funny). Mixing those two concepts to create some wacky shit like upside-down fast falls through a portal, and getting launch from a portal upside-down after fast falling into it, and etc. would be awesome. The mapper can choose to add another mechanic, but the portals + gravity helper shenanigans should be the main focus. Difficulty should range anywhere between Green Advanced to Yellow Expert (maybe also Red Expert?). General theming can be anything the

		mapper wants to do.
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