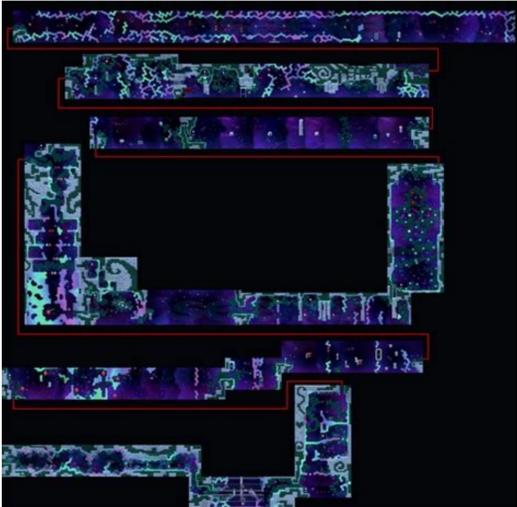


## Celeste farewell guide

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When it comes to platforming games, there are few more grueling examples in recent gaming history than Celeste by Extremely OK Games. Part retro homage and part emotional allegory of battling depression or anxiety, this gripping game pits players on a punishing series of platforming stages ranging from windy ridges to dark, elaborate temples. While the game is fast-paced and fairly short, each stage bombards the heroine Madeline with deadly foes, hazards, and other dangers at just about every turn, making slow progress a near certainty. Though the game has enough mercy to grant infinite lives, and ample checkpoints, it's often so tough that such luxuries are almost negligible. Factor in the countless restarts, along with the various collectibles and some added content—and Celeste can be a deceptively long endeavor. Players will be fighting an uphill battle in more ways than one, as they seek to ascend a treacherous mountain. However, Madeline's various abilities—most notably her dash moves—will help her along the way. This guide will cover the time required to beat the core campaign and DLC of Celeste, as well as break down the average time it takes to notch the various collectibles and other tasks. Celeste's Chapters And Additional Content Celeste consists of eight chapters, along with a free DLC chapter called Farewell, which was released in September of 2019. This post-game chapter adds 100 new screens to the mix. Additionally, there is the "PICO-8," a cruder and even more grueling minigame, and a prototype from which this title is based. This exists as a sort of easter egg during Chapter Three (Celestial Resort). The chapters are as follows: Prologue (a setup and tutorial, showing the basic mechanics and introducing our heroine) Forsaken City Old Site Celestial Resort Golden Ridge Mirror Temple Reflection The Summit Epilogue (a cutscene and ending screen showcasing the number of player deaths and collectibles) Core Farewell (DLC) Each chapter also holds a hidden, often hard-to-reach cassette tape, which unlocks a "B-Side." These are secret stage variants that challenge players with even tougher platforming puzzles and hazards. Beating each of the B-Sides, in turn, unlocks the brief but extremely hard "C-Side" versions. These further expand upon the mechanics, traits, and features found in their A and B counterparts. Clearing the C-Sides will enable the player to alter the game's physics, which includes tweaks like low friction, 360-degree dashes, and faster game movement. Collectibles In The Game Part of Celeste involves venturing off the beaten path a bit and clearing tougher obstacles to nab collectibles. This is technically optional in terms of finishing the main campaign (not including the final secret chapter). However, some will slightly affect one's ending depending on how many are collected. The Collectibles Are As Follows: Strawberries - Strawberries are common items that are found in each chapter other than Chapter Six: Reflection. They grant a score of 1,000 once successfully obtained. There are usually at least 20 hidden in each world. There are reportedly 202 berries in total. These also include: Flying Strawberries - similar to normal varieties, except they fly away if Madeline dashes while on screen. Gold Strawberries - bonus strawberries earned in the later stages of the game. 1-up Strawberries - requires that you bank six strawberries on the same screen without dying. Cassette Tapes - Hidden in rooms with puzzles revolving around timing and musical rhythms. Each world contains one of these tapes. Notching a tape will yield the B-Side level. Hearts - coming in blue, red, and yellow, Crystal Hearts are particularly tough to obtain. Each A-Side level has one blue heart. Four blue hearts must be earned to unlock the eighth and final chapter in Celeste. Red hearts can be had at the end of each B-Side level, and yellow hearts can be had at the end of each C-Side level. There are 24 Crystal Hearts in total. Full complete star - A star tag that indicates that a world has been fully completed. This means—each collectible has been obtained, and the level has been beaten in a single run. How Long Is The Game? Of course, the length of time will vary quite a bit depending on the skill and luck involved in a particular run. Generally speaking, getting through all eight of the main chapters will take around eight hours. The extra content, Farewell, will comprise another nine hours, being a fairly robust DLC pack. With that said, these numbers assume relatively few deaths; a feat that isn't common in Celeste. Then there are the treacherous tasks of completing Celeste, which entails getting all collectibles, beating all B and C-Sides, and burning through the PICO-8. This takes on quite a bit more time, especially when factoring all of the added deaths this task inevitably brings. According to HowLongToBeat, players have reported this taking close to 40 hours in total for successful all-clears. This doesn't include all the extra content and tasks in the Farewell DLC, which adds another four hours (in addition to the nine mentioned earlier to beat the core DLC). So, when factoring in all of the content from both the main game and DLC, Celeste can take 50-52 hours for full completion. NEXT: How Long Does It Take To Beat Hades? Farewell is both the final chapter of Celeste, as well as the longest and hardest. Released on September 9, 2019 as free DLC [note 1] (update 1.3.0.0), it features a space-themed setting, and various new mechanics such as 2-Dash Refills, Pufferfish and Jellyfish, alongside mechanics from every other chapter mixed in. Farewell introduces Wavedashes to the player, but also uses other tech such as Wallbounces. Unlike all other main chapters in Celeste, only one side (an A-Side) is present, due to the developers not wanting to split up the experience. It is initially unlocked as soon as 8A is completed, but more than half of the chapter's checkpoints are gated off by a Crystal Heart Gate requiring fifteen hearts to open. Many characters make an appearance in this chapter. Madeline and Badeline play major roles throughout the entirety of this chapter. The Bird becomes a central character and gameplay mechanic as opposed to its use in chapters 1-8, with Granny playing a significant narrative role, forming part of the backbone of the plot behind Chapter 9. Theo makes an appearance in the ending cutscene. For those whom sit on the bleeding edge, the lousy users at Celeste Wiki have a sandbox article for Farewell. Plot[edit | edit source] Start through Remembered[edit | edit source] Show/hide content The beginning of Chapter 9 is the same thing as the end of Summit. Madeline lands on a grassy platform, one which (previously) would lead up to a crystal heart. As Madeline approaches Granny, a cutscene trigger occurs, and Granny turns into a gravestone. The pink tree in the background loses all its leaves. The weather turns from sunny to gloomy, representing the sudden, unexpected shift in the plot's tone. Madeline reacts in a very sad tone, but also shows hints of anger. "Granny... I can't believe you're gone, you old bat." ~ Madeline Badeline then appears, confronting Madeline about how she never attended Granny's funeral (which presumably happens sometime between the events of Chapter 5 and Chapter 9); Madeline fell apart when she received the news, so she couldn't handle it. The Bird then lands on the gravestone, signaling its presence. It then starts flying away, and Madeline starts chasing it via two Badeline orbs and three clouds. The second Badeline orb launches Madeline into space. Badeline becomes confrontational during their ascent; Madeline explains that she's chasing the bird because it's a part of Granny. Badeline explains that Madeline is in denial, that it's just an (ordinary) bird. Fear of the Unknown starts playing after this cutscene. "Uhh... we're really high up." ~ Badeline Badeline then confronts Madeline again as she lands onto a moon block platform in space, asking how she can breathe in space, but Madeline rejects her attempts at convincing her, becoming confrontational, and eventually telling her other part to leave. Past this point onwards, Madeline only has one dash, instead of two, but is also much more determined than usual. After navigating it through various rooms containing various new elements, such as Jellyfish Parachutes, and older objects, such as Dream Blocks, Madeline arrives at large room where the bird can be seen; the Power Source room. As the bird flies upwards, it seals five key blocks behind, forcing Madeline to retrieve five keys (or skip it entirely). Navigating upwards using the Red Orb in the room, after all keys are unlocked, will lead to another room, where the skies will turn into a paler shade of (albeit mystic) blue. Joy of Remembrance starts playing, suggesting that Granny is just behind the corner. After making it through many more rooms, Madeline makes it to a Crystal Heart. This one is gray in color, and is named "Empty Space". The heart collection sound resembles the C-Side (golden) heart collection sound. Spoiler Upon collecting the crystal heart, the music starts glitching out (mildly), and the Bird flies by, making it across the screen left to right. Madeline then realizes that even though the "level" (per se) is over, she could still try going on, in order to chase down the bird. "Wait no... this can't be the end." ~ Madeline Madeline then forcibly shatters the heart, and recalls how Granny would still be "somewhere out there". She becomes even more determined than before. As Madeline continues right towards the Event Horizon checkpoint, the room starts glitching out, and the background turns into a black hole for a fraction of a second. In Sisasis hide content (spoilers ahead) As Madeline arrives at the Event Horizon checkpoint, the bird can be seen at a short distance. However, as she continues to give chase, the level becomes increasingly glitchier, with "glitch tiles" (forest green, checkerboard-like tiles with a paler green outline) spawning and moon rock tiles falling off. A Crystal Heart Gate falls in front of Madeline once she reaches (relatively) solid ground again; going past this gate requires that she either skips the gate, or has 15 crystal hearts. The next room contains an internet café and an intro car. Entering the internet café will allow Madeline to turn on what looks like one large computer; this computer runs BerryOS, a parody of Windows 95, and features a very similar boot jingle. A file named "wavedash.ppt" will be opened; this presentation teaches Madeline about how to wavedash; 13 • wavedash.ppt plays during this presentation. At the right of the café is a training zone, complete with a silhouette of Madeline performing the required moves; completing these require both wavedashing and wallbouncing. Soon after, reaching it requires a wavedash, exactly like how the presentation foreshadowed it. The Bird manages to force Madeline off itself, and subsequently flies away, leaving Madeline alone on another platform. The mountain climber wonders whether her other part was right, but her determination ultimately soars through. Another strike of thunder turns the level's theme into the "glitch" theme permanently, complete with a black hole in the background. "Well, we don't need their help, right Granny? Don't worry, I won't give up on you! I'll catch that stupid bird and set you free." ~ Madeline Beyond the Heart starts playing, and the difficulty spikes up considerably past this point. Elements from all previous chapters are now integrated; none of Chapter 9's "new" elements are included, minus double diamonds; however, zippers have been reskinned from their Chapter 1 appearance, and spinning blades (from Chapter 5) now appear as spinning stars. A short section at the end of Event Horizon features Madeline, in feather form, chasing after the bird; however, it escapes again, leading to Determination. Determination is almost a continuation of Event Horizon, but it reintroduces even more elements back into the game, such as wind. At the end of the final room of the chapter, a feather gauntlet, is a Badeline orb. Using this orb will boost you into Stubbornness, and into another cutscene with Badeline. Throughout the course of both Event Horizon and Determination, the black hole in the background becomes darker and darker. Show/hide content (spoilers ahead!) As soon as Madeline lands, and sees Badeline again, she claims that she doesn't need her help. Badeline attempts to ask Maddy why she is still chasing the bird, but Madeline's determination starts pushing itself even further. "All that matters is finding Granny. Then maybe I can bring her home... even if the whole universe is against me." ~ Madeline Badeline attempts to convince her that she is dreaming, and that none of the events of Chapter 9 are real. Madeline, however, continues to deny this, claiming that Granny will "disappear forever" if she wakes up. She then lashes out at her other self, claiming that she wants her to disappear, and calls her selfish. Badeline attempts to reason with her, stating that she needs to "take a step back", but Madeline continues to turn against her; this ends up with Badeline merely wishing her "good luck" prior to disappearing again. Badeline was attempting to help her; internally, this scene is known as "Helping Hand". "We're in space chasing a mysterious bird. None of this is real. You're dreaming." ~ Badeline The music Final Defiance, which is much more monotonous and empty than the previous tracks, and which merely consist of a beat that is normally reserved for Cassette Tape rooms overlaid over an ambient track, plays over the course of this chapter. The majority of moon rock tiles have been replaced with glitch tiles, representing simply how far Madeline's determination is pushing her. The next several rooms consist uniquely of Cassette Block gauntlets, but with the presence of three or four colors instead of strictly two. The first room of Reconciliation is the final Cassette Tape room. Throughout the course of Stubbornness, the black hole in the background becomes darker and darker, until it is almost pitch black. Show/hide content (spoilers ahead!) Madeline finally manages to trap and catch the Bird in the first room of Reconciliation. A tune, 09 • Futility, plays as both Madeline and the Bird ends up collapsing into some moon rock. Madeline then interrogates the bird, trying to know where Granny is, but it ends up solely making a cry of pain. She then freaks out, but the bird manages to get back up; Maddy then apologizes, attempts to chase after it again, and fails to do so. Her determination leads even further, leading her to contemplate leaving the mortal plane to rejoin Granny. "If you have to go, then... take me with you." ~ Madeline, to the Bird Badeline then makes a reappearance, telling her to stop. Maddy reiterates how much Granny means to her, and subsequently, starts wondering how her other self can cope with Granny's passing so easily. Badeline then states that it wasn't easy, but she wants to, alongside Maddy, survive this, and not be stuck in Farewell forever. Madeline then finally breaks down, acknowledging that she can't bring Granny bird, and that chasing the bird is futile at best. Badeline then tells her that she should "wake up" and face this, but Maddy can't, because the bird was still stuck inside a maze of obstacles (because of her fault); she suggests setting things right first, by setting it free. Badeline agrees, but reiterates that she wishes to leave this place afterwards. "This place is so weird..." ~ Badeline Badeline then now starts venturing off, in order to free the Bird. Elements from the first four subsections of Farewell, such as Jellyfish Parachutes, make their return. The black hole in the background turns brighter, from black to purple, and eventually to magenta/pink. Badeline, even though she hasn't "merged" back with Madeline in order to give her a permanent double dash, helps intermittently via Purple Orbs, and the Bird now can also launch Madeline rightwards, helping her as well. Several rooms with electrical boxes must be cleared of electricity, allowing the Bird to proceed. Badeline then comes back to encourage Madeline as they arrive to the final

