



GAUNTLET

Welcome to the **Mountain** Trail! While this world might be similar to ours in most ways, there's one very big difference. It's not the biggest mountain in the world, but something about **Celeste Mountain** that draws people to it. Some come to take pictures of the scenic views. Others come to explore an entire abandoned city at the base. A few even embark on ill-conceived business ventures. But some people are intent on reaching the summit.

You're going to be one of them. At least if you want to leave the mountain with anything more than the memories.

But be prepared, because this is no ordinary **Mountain**. Not only is it one of the most difficult climbs you'll ever see, but it has a way of getting into your head in a very unusual way. There's power there, one which one can bring out all those things inside of you that you don't want to see the light of day. Ghosts, nightmares, your own inner demons... You're going to see things, things you ain't ready for.

Remember, the more you die, the more you're learning. So breathe. You CAN do this.

Here's + 0 Climbing Points (CP) to get you...

...Huh. Where'd those run off to?



The Challenge

Your victory condition is simple: Get to the flag at the very top of **Celeste Mountain**'s Summit. At least, it sounds simple. In practice, it's going to be a lot harder. **Celeste Mountain** is over 3000 meters tall, and is divided into seven distinct biomes, or Chapters. Each is more difficult than the last, and has its own unique hazards. Here's a brief overview of what you'll be facing.

0 Meters: Tree Line. Unless something goes wrong, you'll never see this; the trail begins at 500 Meters. If you do, expect a hard hike. The tree line is filled with deep ravines and chasms, and covered in natural crystal growths sharp enough to make short work of hiking boots.

500 Meters: Forsaken City. Some mega-corporation had the bright idea of building a city on the **Mountain**, but no one wanted to live in such an inhospitable place. Years of neglect and decay turned it into a deathtrap made of old machines, jagged metal, and crumbling terrain.

1000 Meters: Old Site. Ruins like this are scattered around **Celeste Mountain**, but most can be found here. This is where the **Mountain**'s strangeness begins in earnest. Even in the day you might find shimmering blocks in your path; who knows what'll happen if you spend the night.

1500 Meters: Celestial Resort. Once a world-renowned tourist destination, the years have not been kind to this hotel. Missing floors will be the least of your worries once you meet the hotel's owner. Or, rather, his ghost, and the malevolent ectoplasmic manifestations of his anxieties.

2000 Meters: Golden Ridge. It's hard to find a better view anywhere around, but it's hard for you to find a moment to enjoy it. The winds regularly reach gale force, and you'll rarely have a solid place to stand. Instead you'll have to rely on moving rocks and temporarily solid clouds.

2500 Meters: Mirror Temple. This ruin is older than any of the other structures build on Celeste. Not only are its deadly traps still active, but its design amplifies the **Mountain**'s strange power. Be careful when you look in the mirrors; your reflection might invite you in for a visit.

???? Meters: The Caves. Like most mountains, **Celeste Mountain** is dotted with caves and secret passages. Unlike most, they're filled with mazes of natural crystals, mysterious bumpers, and angry grumbling blocks. You'll have to cross through one at some to reach the Summit, even if you manage to avoid the specific one below the Tree Line.

3000 Meters: The Summit. Once you've made it here, you're in the home stretch. That doesn't mean you can relax, though. On the contrary; there's almost no place to catch your breath during this vertical ascent. Still, if you can navigate through the crystals, the end is in sight.

Each of these Chapters is further divided up into individual challenges, or Levels. Some of these are quite short, some quite long, and a couple will be slogs that test you to the limits. Each one will have to be overcome in its entirety in order to proceed. They'll also serve as the point you return to when you invariably slip up and die.

Yes, that's right. One of the mottos of Celeste is to be proud of your death count. With that in mind, it'd be missing the point to send you home the first time you made a mistake. Instead, you'll get to try again as many times as you like. Each time you die, you'll be sent to the beginning of the Level you died in with all injuries healed. The only way you can fail is if you decide that you give up. Once you do, you'll have a chance to rest and recuperate, and will then go along your merry way to the next Jump.

Sounds awfully easy, doesn't it? It won't be.

First, you're the one who decides when you give up, for good and for bad. That means you lose anything that'll help you keep going until you're done. No boosts to your willpower, nothing to inhibit your sense of pain. All you get is your own stubbornness and grit.

Second, you've got three choices for how the climb is going to go. You must pick one.

Let Me Hold Your Bag (+0 CP): It may be difficult, but you can finish this climb on your own. You don't need any outside powers, items, or other sources of aid. So set those at the base of the **Mountain**, and come back for them when you're done. Until then, you're limited to peak human physiology. Don't worry; you'll still remain yourself without that supercomputer brain.

Not Pulling Any Punches (+0 CP): Or are you interested in a challenge that's a bit more... you? Instead of limiting yourself, **Celeste Mountain** can rise to the challenge. However powerful you are, your climb will be adjusted to match. It'll be hard for you as it would have been if you picked the above option, but tailored to your own abilities. Yes, even if you could theoretically teleport to the top. Don't ask me how, but take my word for it.

You can also choose to limit what's available to you, and the **Mountain** will adjust to fit that instead. It's an option if you'd still rather climb something three-dimensional instead of twelve.

Assist Mode (No CP): Not happy with either of these options? Did you come to **Celeste Mountain** to have fun and don't care about the souvenirs? In that case, you can freely decide how limited you'll be and how difficult **Celeste Mountain** will be. If you want, you even can go above and beyond. Make yourself invincible, give yourself infinite dashes, or slow your perception of time to a crawl. The world's your oyster.

But you won't get anything out of it. Your Climbing Points are set to 0, and cannot increase through any means whatsoever. Yes, even those. Especially those. You can't even take any free options with you, though you can borrow them for your climb.

Regardless of your choice, you'll start at the beginning of the Forsaken City. Your body will be the age and gender of your choice; If the Old Woman can live here, you can last for one climb. It's up to you if you want a lifetime of Canadian memories or want to appear as if the mountain created you.

Drawbacks

If you want to leave here with more than memories and photographs, you're going to need some Climbing Points. Since you don't have any on hand, you'll need to earn them with these Drawbacks. As always, Drawbacks override anything that contradicts them. That includes your Goal of reaching the top of **Celeste Mountain** if you pick a new one. Oh, and be mindful of which ones you take together; they stack in interesting ways. You can gain up to +2400 CP.

Never Rest (+100 CP): When you think about it, Celeste isn't that tall for a mountain. There's close to ninety which are at least 3,000 meters, and twenty which dwarf it. Want to climb something more impressive? Now you can, because the **Mountain** is now 8,848 meters tall, the same height as Mount Everest. Each Chapters increases in size proportionately, although individual Levels won't always be larger. In some cases, there are more of them instead.

Olympian Achievement (+200 CP, Requires Never Rest): Mount Everest might be the biggest mountain on Earth, but it's not even the biggest mountain in the Solar System. Well, **Celeste Mountain** has risen to the challenge. It's now 21,287 meters tall, the height of Olympus Mons, and all Chapters are larger too. The Forsaken City has become a sprawling megalopolis, and small countries could stay in the Celestial Resort. Hope you're in it for the long haul.

Sever the Skyline (+300 CP, Requires Olympian Achievement): Now things have gotten ridiculous. You've left the majority of Earth's atmosphere behind, so why not finish the job? **Celeste Mountain** is now 480 Km, with that flag at the Peak brushing the vacuum of space. Somehow, you'll still be able to breathe the entire way up, but don't think that'll make this any easier. Even the shortest Levels are now grueling slogs, and you'll often encounter jaunts longer than the entire original climb. Just imagine the view from the top, though.

How Are You Even Breathing Up Here? (+400 CP, Requires Sever the Skyline): You wanted a ten year long Jump? You got a ten year long Jump. See the moon? You can touch it from the top of the Summit. That's right – you now have a 384,400 Km climb ahead of you. The entire planet could fit into a single Chapter several times over now. Even the shortest Stages will now involve days of near-constant peril, and some take weeks. Enjoy your trip through the Forsaken Hive and your stay at the Celestial Federation. Try not to slip after the Theocracy of Mirrors, though. It's a long, long, LONG way down.

Impress your Friends (+100 CP): As you climb the **Mountain**, you should notice the juicy red strawberries along your path. Some you'll stumble across, but some grow deep in hidden side trails. Most grow somewhere you'll need to risk life and limb to collect them. There are a total of 170 scattered across the **Mountain**, and you now have to collect every last one. At least you'll get a good pie out of the deal.

Be Proud of your Death Count (+100 CP): Wouldn't it be awful if you slipped, broke your leg, and couldn't keep climbing? You don't have to worry about that anymore. Any time you're injured, your body will detonate in a cloud of sparks, killing you. This won't apply to the kind of wear and tear you get from jumping and climbing, but nicking yourself on a sharp rock results in your detonation. It doesn't hurt as much as you'd expect. You can still immediately try again, but you'll still need to be a lot more careful if you want to make it to the Summit.

Mind the Wind (+100 CP): With all of Mount Celeste's strangeness, it's easy to forget how dangerous mundane mountains can be. You won't make that mistake any time soon, because the **Mountain** now intends to educate you. The weather deteriorates without warning, and now includes freezing rain, whiteouts, and hail. Stable-looking paths may crack or crumble beneath your feet. Rocks and icicles will crack and plummet down on you with little warning. Worst of all, the air will now thin out as you close in on the Summit, causing altitude sickness if you don't pace yourself. Mountaineers deal with these kinds of dangers all the time, but not all make it. Don't add your name to the tombstone at the Old Site.

Heart of the Mountain (+100 CP): Climbing the **Mountain** might be enough for some, but you wanted to explore deeper. Well, it doesn't get any deeper than this. You may have noticed the massive heart-shaped crystals scattered around the **Mountain**. You may have even collected some. These Crystal Hearts are the key to a cave leading to the center of the **Mountain**, which you'll be invited to explore about a year after you reach the Summit. It's a harrowing journey through burning heat and freezing cold, not to mention razor-sharp crystals and yawning fissures. Worse yet, the proximity to Mount Celeste's Core keeps your powers from recovering on their own. That means you'll need to find other ways to recharge. It'll be the worst challenge you've faced yet, but your journey will now only end when you've conquered it.

Reflection (+200 CP): Have you ever looked in the mirror, and wondered who was really looking back at you? Somehow, the **Mountain** reached deep into your psyche, and pulled out a **Part of You**. They're relieved to finally get out of your head and eager to chat. Are they your Jungian shadow or a twisted self-defense mechanism? Either way, they want you to admit that this whole climbing thing is a bad idea. Until you give up, they'll do almost everything they can to sabotage you. They probably won't toss you off the mountain unless you make them really mad. You may be able to reconcile with them, but it'll be a long and difficult process. It's almost certain not to end peacefully either. Expect lasers and tentacles.

Gateway (+200 CP): During your climb, you might have noticed an old cassette tape or two scattered around the **Mountain**. Those tapes are the key to the B-Sides, a second climb for each area of the **Mountain** that's far, far harder than the first. The worst challenges you faced on your original climb will be the building blocks of the second. The difficulty never even begins to let up either. You can climb both sides back to back or reach the Summit before coming back down and starting again. It's your choice, and both have their advantages. Either way you have to unlock each B-Side and conquer all of them to finish your climb.

Get It Together (+200 CP): You shouldn't let your problems pile up like this. The power of the **Mountain** has given form to all those anxieties and frustrations you suffer from. They've begun manifesting as a form of eerie red ectoplasm which burns you on contact. Of course, if you're not an anxious person, there won't be a lot of it at first. That might change, because getting frustrated by your mistakes creates more blobs. So does worrying about the blobs. There will always be a way through, but that doesn't mean it won't feel impossible. That frustration also results in more negative feelings, resulting in more blobs. Try not to have a meltdown.

Go for the Gold (+200 CP): Think you can make it to the top without dying? This is your chance to prove it. At the beginning of each Level, you'll find a beautiful Golden Strawberry waiting for you. These Strawberries won't just let anyone collect them, though. The only way to earn one is to make it to the top of that Level without dying even a single time. Fail, and you and the Strawberry will go back to the bottom. You now have to collect the Golden Strawberry for every single Stage to proceed to the next. Oh, and there's a very special Winged Golden Strawberry at the top of the Forsaken City that you'll also need to pick up. Collecting it requires you to pass through the city without any powers at all. At least you don't have to gather both in a single pass through the city.

Say Goodbye (+300 CP): You're a glutton for punishment, huh? You've now discovered a third path up each area of the mountain. They're shorter than any other path, but don't think that makes them easier. No matter how skilled or powerful you might be, each C-Side will be a challenge that pushes you to your absolute limits. You'll need to do things you didn't even think were possible in order to begin to make progress. Reaching the Summit? The stuff of legends. You can decide if you want to wait until you've otherwise finished your climb to start this task, or go back to back. But you must reach the end of each C-Side trail to succeed.

Unraveling (+300 CP): The **Part of You** isn't the only creepy thing living in that messed up head of yours. By taking this drawback, you've magnified the **Mountain**'s power further. It's now strong enough to give a body to all those little doubts, fears, and insecurities you have floating around. Now they'll hunt you throughout your climb, taking the form of eye-shaped monsters. They'll seek you out, hunt you down, and kill you over and over if they can. While you can disperse them, it's almost impossible to destroy one, and even if you do it won't harm any of the others. I hope you're good at running, because there's nowhere for you to hide.

Bottom of the Ocean (+300 CP): You might be good at keeping up appearances, but the truth is you're barely holding it together. Your train of thought has started making some frightening stops. It feels like you're both buried alive and completely exposed at the same time. Depression, anxiety, and self-doubt will be constant climbing companions. Nothing you do will lift your spirits for long. This won't change anything outside of your own head, at least on an objective level. There won't be any new obstacles or more difficult ones. But when every setback feels like proof you not only can't succeed, but don't deserve to? How long can you keep pushing yourself forward when your own brain keeps dragging you back?

Speedrun Clock (+300 CP): Climbing the **Mountain** isn't enough of a challenge for some people; they have to see how fast they can make it up. Right now, the record stands at half under half an hour, but you don't have to be quite that good. Instead, you only have to be on the top 100, which is approximately 35 minutes. You still can climb as much as you like to practice the routes. But if you want your climb to count, you have to restart at the base. You must then reach the Summit fast enough to beat the time set by the 100th fastest climber.

The exact time limit depends on the other drawbacks you've taken. Even the fastest climber spent about 50 minutes collecting all the Strawberries. It wouldn't be possible for you to get them in 35. However, you'll also have to complete any drawback-mandated tasks during each attempt. Collected all those Golden Strawberries in all three versions of the Core? If you did it too slowly you'll have to do it all over again.

Farewell (+???) (Requires Heart of the Mountain, Gateway, and Say Goodbye): It's been over a year since you conquered the C-Sides and dived into the heart of the **Mountain**. Shouldn't it be time to move on? Why are you back on the peak? Where's the Old Woman? Why can you only find her tombstone? Why are you chasing a bird to the moon? If this seems like a strange nightmare, that's because it is. But you can't wake up until you reach its end. Even the C-Sides pale in comparison to this last challenge, because it's far longer than all seven put together. Can you conquer this strange dream, and what will be waiting for you if you do?

Specific Drawback Combinations

There's five Ordinary Strawberries in the Core, and one Golden Strawberry. No B-Sides or C-Sides have any.

The Core also has a B- and C-Side. The B-Side Core requires fifteen Crystal Hearts, which is all of them unless you're doing the C-Side. But if you are, that one requires twenty three.

Each B-Side and C-Side has a Golden Strawberry. Including the Core's.

The Farewell Stage also has a Golden Strawberry. It also has a Moon Berry, but that doesn't count as a Strawberry.

Bottom of the Ocean will make Reflection, Get it Together, and Unraveling worse.

There won't be any more Cassette Tapes or Hearts on a bigger mountain. Instead, the challenges you need to survive to collect them will be longer instead. It's up to you if there are more Strawberries or if the challenges are longer.

The Speedrun Clock keeps running during cutscenes in the game. Those get skipped during a speedrun, though. Since you can't skip reality, it'll stop during anything which would count as a cutscene in game. That includes any time when you're off the mountain before tackling the Core or Last Challenge. You're welcome, and don't abuse this mercy or it goes away.

Perks

Did you realize you're going to climb a mountain without ever having climbed one before? Now's your chance to pick up some skills and abilities that'll help you make it to the Summit.

First Steps (Free): Even without drawbacks, the **Mountain** might be a little much for you. Since it wouldn't be fair to send you up the **Mountain** without giving you a chance, you've gained the basic set of abilities you'll need to reach the Summit.

First, you can Jump several times your own height. Second, you can Climb any vertical surface with an angle of ninety degrees or less. You can also make it a dozen or so meters up before you get too tired to keep going. Finally, the **Mountain** has given you the power to Dash. This gives you a brief burst of speed that can launch you like a Jump but in any direction. You can also combine these moves without the issues you'd expect. This means you can Dash in midair to double-jump, Climb up a wall you Jumped to without wrenching your arms, and so on.

You're also now at least as athletic a young twenty-something who's never climbed before. This means you can run across miles of ice and rock without stopping. You can also lift and throw at least your own body weight. It also means you can walk off falls from less than a few hundred meters, more if you land in the water. Oh, and you're immune to altitude sickness.

Climb On! (100 CP): You are many things, darling, including a mountain climber. And a camper, a hiker, a rock climber, an ice climber... if it's related to mountaineering you're an impressive expert. For example, you can reliably climb 5.13ds and attempt higher grades without embarrassing yourself. This includes extensive training with all kinds of useful gear. You can place protection, bivouac, and perform first aid without issues. This won't get you to the top on its own, because the expert opinion is that **Celeste Mountain** is too dangerous to climb. It's still easier to reach the Summit if you can handle overhangs and roofs without Dashing.

Breathe (100 CP): Nobody wants to sit around gasping for breath when there's a mountain to climb. You're in luck, because that's not something you need to worry about now. While you don't gain any stamina from this, you now instantly recover the moment you stop doing whatever exhausted you. Moment is literal here – If you got worn out climbing, you'll recover the instant your feet touch the ground. Or touch anything else even semi-solid and horizontal, for that matter. You'll also soothe away any athletic wear and tear you've suffered. It won't help with anything serious, but it will fix minor cuts, pulled muscles, and repetitive stress injuries.

Starjump (100 CP): The **Mountain** doesn't just get into your head in the sense that it understands you. These strange nightmares you find yourself in have helped you become an unusual form of lucid dreamer. Not only can you control your own dreams, you can maintain control if forced into a dreamlike state. It doesn't matter if you're trapped in a nightmare, an illusion, or a virtual prison. No delusion can make you less capable than you'd be in the real world. Moreover, if you try hard enough, you'll always be able to find your way back to reality. It might not be easy, but your nightmares will twist and bend to give you some way out.

YOLO! (100 CP): What's that thing you say before you do something irresponsible? Throw caution to the wind? Well, you'll figure it out. Your courage is now inspiring. Even when every instinct says to turn back, you can force yourself onward. It doesn't matter how dangerous the situation, or how frightening the ghost chasing you. You're able to overcome your fear and act despite it. Of course, there are situations where courage isn't enough. Sudden extreme danger or hopeless situations can overwhelm even the bravest climbers. But once you've calmed down and pulled yourself together, you'll at least be able to face death with dignity.

Worked Really Hard (200 CP): People like to say the most important thing is that you tried your best. In your case, that's actually true. The more effort you put into a task, the better the result will be, even if you lack the skill to pull it off. Collect a handful of berries on your way up a hard mountain path? Even if you've never baked before, the pie you make out of them will at least look like a pie. Collected a hundred fifty berries from the most inaccessible crevices all across the mountain? You might create the greatest desert in history.

Close Your Eyes (200 CP): Picture a feather floating in front of you. Your breathing keeps that feather floating. Just breathe slow and steady, in and out. Got it? Good. Now when you've lost control of yourself this mental exercise lets you regain it. It's designed to help with overwhelming emotions, but works on external influence too. You can even perform it when your state of mind would prevent you from envisioning the feather. Someone would need to actively disrupt the technique to keep it from working. While this is a poor substitute for proper mental health care in the long term, it's a lifesaver in the short term.

Part of Me (200 CP): The **Mountain** might show you things, but you're ready to see them after all. In fact, you've been waiting for a chance. You can now manifest aspects of your mind, giving them forms reminiscent of your own. They'll look the part of you they represent, though. The "pragmatic part" of you might be you as an adorable goth, for example. They can't do much without any other purchases, but they're always willing to sit down and have a chat. While they're still "you," they're distinct enough to act as a concerned observer instead of an echo chamber. If you're ever doing something idiotic, they'll let you know. They're also able to touch and even move you, so if all else fails they can toss you up the mountain.

Strawberry Senses (200 CP): Afraid of missing out? While you won't be any better at finding the best party, you'll never need to worry when hunting for treasure. Anything you'd find useful or valuable will now be so conspicuous you can't miss it. For example, a Strawberry might shine like a jewel and look like it's as big as you are. While things can be still be hidden from you, just putting them behind an obstacle isn't enough. If they are, you'll see them as if from a third person perspective. Finally, if you still manage to overlook something, you'll get sense of what you missed, and where to start looking for it. This is always in relationship to other discoveries, collected or not. Missed a berry? You'll know which checkpoint it's closest to and which pair of berries it's somewhere between. That might not help if you haven't found any, but you can narrow it down once you do.

Level Up (400 CP): **Celeste Mountain** is special, and climbing it is a life-changing experience. For most people, that means personal growth; for you, things are a bit different. From now on, the **Mountain** will reward you with a little of its strength every time you achieve significant personal development. Sometimes you'll get a new power, sometimes it'll boost an existing power. Confront the embodiment of your negative emotions? Now she's strong enough to lift you to your goals. Accepted said negative emotions are a part of who you are? Now you can dash a second time with her help. Either way, it's based on the challenge you overcame or the growth you made. It'll also be at least as noticeable as that personal growth was.

In fact, by coming to terms with the fact that you have enough room for self-improvement to benefit from this, have that upgraded Dash on the house.

Confronting Myself (400 CP): I'm not sure this is the lesson you should be taking away from your climb. Regardless, you've now learned to use the **Mountain**'s power to project your negative emotions into the real world. Anxiety can become red and black ectoplasm that burns anyone that touches it. You can send your insecurities to hunt down your foes in the form of Seekers. You can even fire your fear as a bullet or focus your fear into bullets or powerful lasers. Keep feeling miserable, and who knows what kinds of awful things you can unleash?

With practice you can learn to manifest more positive emotions as well. They won't be quite so destructive, but a block made from your dreams still has its uses. Also, if you took **Part of Me**, your subconscious manifestations can use their own aspect this way. They can also affect the real world in minor ways. Think throwing rocks or breaking delicate machinery.

Hyper (400 CP): Jumping, climbing, and dashing might not seem like a broad toolset, but in your hands they're all you need. You have sublime reflexes and perfect control over your body. It's almost like you're viewing the world frame by frame and choosing exactly how to act in each. You also have an incredible gift for discovering tricks for how to use your abilities. You can even discover exploits that otherwise defy the laws of physics. Conserve momentum by jumping the exact moment you touch the ground? Leap through razor sharp spikes by only moving the same direction they point? Nobody else might be able to pull it off, but you can.

The Summit (400 CP): It might not be obvious, but the **Mountain** wants to challenge you, not crush you. It might be harsh, or even cruel, but it always gives you a way through. Something about you seems to have impressed it, though because now it feels like it's rooting for you. Sometimes a gust of wind will blow you high enough to reach a platform you would have missed. Sometimes a stalactite will break and impale a monster closing in on you. Sometimes you'll chance upon a secret niche with some fruit, some water, and nice view when you need a rest. It still won't go easy on you – what fun would that be? But you'll find the climb far less frustrating than it could have been. These benefits will continue in other environments, at least if they're not malevolent. If a place is trying to kill you this perk won't stop it. You'll get the same kind of fair fight the **Mountain** gives you, though.

Items

It's hard to climb a mountain without the right equipment. Whether it's souvenirs or supplies, you can pick them up here. Note that Discount means you pay half the listed price.

Climbing Gear (Free): You might not know why you're climbing the **Mountain**, but you know enough to prepare for it. You've got the basics any good amateur climber would bring. That means water and nutritious, calorie-dense food, as well as various other supplies. You even get a pack to hold it all in. Everything inside of it replenishes when you need it, and the waste will manage itself. You also have a couple warm outfits and high quality boots. They'll keep you nice and warm even on top of a mountain, and keep your feet from getting tired or sore.

If you bought the perk Climb On! you'll have a professional-quality climbing pack instead. It comes with all the supplies an expert would think to pack. Rope, a harness, protection, crampons, an ice axe, a tent... anything you might need, you've got it, and it only weighs as much as if it were empty. You also have sets of boots and shoes for different terrain and layers of clothing. Rather than just warm, they'll keep you the perfect temperature anywhere.

Postcards (Free): You're not sure who's sending you these, but they keep showing up addressed to you. You get a new one every day, more if you're traveling a long distance, and there's always sort of message written on the back. Most of the time this will be words of encouragement that'll cheer you up a bit. Sometimes you'll get useful advice. Rarely, you'll get an ominous hint of some danger to come. They also come with a breathtaking photo or beautiful artwork on the front. It's always of or related to of some attraction or vista nearby.

Vinyl Edition (50 CP): A copy of the Celeste Original Soundtrack, in a format that died out decades ago. Everyone knows vinyl sounds better. Don't worry; it comes with a high quality record player. It also comes with the option to ignore the damn thing and have the soundtrack play over your daily life. Of course, it'll get boring listening to the same twenty one tracks forever, so you get new tracks too. Every time you're in a new situation you'll get a new song composed by Lena Raine that perfectly fits what you're experiencing. The same thing will happen if you start getting bored of the existing song, or request a change. Every time you've heard an LP's worth of new music you'll find a record of it next to this one. Share them if you'd like, but if you sell them, Lena will get the proceeds.

Hair Dye (50 CP): Some people climb mountains when they need a change, some just dye their hair. Why not both? This hair dye is everything you could hope for in a dye. It's non-toxic, non-damaging, won't stain anything but hair, doesn't need bleaching, and always takes evenly. It'll even make it so your roots grow out the same color as the dye. By default it's auburn, but you can change it to any color you want. Or any colors, for that matter. You could give yourself a perfect two-tone or a rainbow. You could even set your color to change under circumstances of your choosing. For example, keep it auburn if you can Dash, turn blue if you can't. There are few limits on how complex you can make this, so have fun with it.

Real Gamer (50 CP): If you loved the original Celeste, this might be the thing for you. It's a thumb drive with a single .png file on it, depicting a cartridge for the original Celeste PICO-8 game. If you're familiar at all with the PICO-8, it won't surprise you to learn there's a copy of the game encoded into it. What may surprise you is the second .png you'll find after you complete your climb. Or the others you'll get if this isn't your first Jump. In fact, every Jump you complete or have completed now gives you a similar .png. They always depict something memorable from it, and have a game adaptation of your experience encoded into it. They're all well-made, fun, and fit the PICO-8's limitations without feeling limited. It also contains the PICO-8 fantasy console program and all the tools you need to make your own games for it.

InstaPix Account (50 CP): It seems like everyone is using this photo- and video-sharing app nowadays, so you might as well get in on the fun. You now have an account with your choice of username (within ToS guidelines), ready for you to post your amateur photography to it. It's nothing special, except for the infinite storage space and the Discover feature. It's robust enough to find everyone you've met who has an account, which is... everyone. Even the ones you met before you came here, regardless of whether they own smartphones. They're also all somehow active despite time not passing between Jumps. Try not to think about it too hard, and make sure to take some good shots on your climb for them.

You don't have a smartphone to use this on? I don't even know how to respond to that. Well, you do now. It's nothing special, but it's prepaid, and will get data anywhere you go.

Mix Tape (100 CP): This cassette tape contains all the same songs as the Vinyl Edition, but none of the same music. They're all recognizable, but remixed to the point where they're often in different genres. After listening to it, you'll be able to remix other music in your life whenever you hold the tape. Think of how you'd like to remix it, with as vague or specific criteria as you want, and it's already done. "Make it more upbeat" works as well as "replace all instruments with meowing cats." It'll always be a remix, which means it's recognizable, but other than that the sky's the limit. They'll sound good if possible, and won't sound any worse than the original unless you do something crazy. It's up to you whether anyone else notices the change.

Strawberry Badge (100 CP): This pin-back button depicting a photorealistic Strawberry looks almost good enough to eat. It can clip to any garment or bag you might have, even body armor, and you can remove it without causing any damage. While wearing it, you'll stumble across fresh, ripe, delicious Strawberries everywhere you go. They'll almost always be somewhere inconvenient, and often somewhere dangerous. Once in a while they'll even have wings and flutter away if you use supernatural means to collect them. They're only Strawberries, so it's not that useful unless you're hungry. They're as tasty as a Strawberry can be, though, and you'll feel a sense of accomplishment when you manage to collect one.

Diamond (100 CP): Why is there a large green gem hovering in front of you? Touching it will cause it to shatter, scattering its fragments far and wide. You'll never see it again, but you'll now find similar gems wherever you go now. Only you can see them unless you point them out, and they phase through anyone who can't see them. Touching them still shatters them, but these reform a few seconds later. It also refreshes you like you took several minutes to rest and recuperate. It's no substitute for a good night's sleep, but it'll at least recharge your stamina and Dash. They're not ubiquitous, but they're common enough that you'll appreciate them. Oh, and yes, this is in addition to the ones already on the **Mountain**.

Tower Viewer (100 CP): These pole-mounted binoculars cost much more than a quarter, but they're worth it. They're powerful enough to see footprints on the moon, and zoom well enough to take in much closer views. Their swivel base somehow lets you look in any direction, even down, without issue. There's also a feature that lets you set anywhere within a hundred or so meters as the point you're viewing from. Within that range they also have a setting which lets you pan the view through opaque objects. You can't remove them from where they're anchored without breaking them, but they're common enough. You'll find new sets anywhere you'd want to go sightseeing or where you'd need a bird's eye view to plan ahead.

If you bought the **InstaPix Account** then they also include a Bluetooth adapter. That means you can take pictures using them as a camera. Try not to violate the ToS, okay?

B-Side (200 CP, Discount Mix Tape): Another dusty old cassette tape, containing the exact same music as the Mix Tape. Instead of remixing music, this tape lets you remix worlds. Just one catch: It always remixes them in the same way, and that way is hard mode. Like the Gateway drawback, every challenge you'd face will now be much harder. The easiest will be as hard as the former hardest, and the difficulty will only build from there. Why would you even consider this? Well, if you have a perk like Worked Really Hard that cares about challenge then you'll definitely appreciate the benefits. It's also fun to test yourself sometimes.

Strawberry Medal (200 CP, Discount Strawberry Badge): Three photorealistic strawberries adorn this elegant award. Much like the Strawberry Badge it can be harmlessly clipped anywhere on your person. When you wear it, you'll find beautiful gold-skinned strawberries in appropriately dangerous areas. You can't pick them easily, though. The moment you even touch them, they'll float along with you until you're out of danger. If you suffer any form of injury, they'll vanish from reality. Unlike Go for the Gold, they're gone unless you can reset the situation and try again. While hard to earn, they're worth it. They're nutritious, beyond delicious, and never decay. They also make any dessert using one as an ingredient taste sublime.



Golden Feather (200 CP): If you picked up the Breathe perk, this feather will look awfully familiar; if not, it will soon. The moment you touch it you'll transform into a golden ball of light. You'll then shoot forward far faster than you could move on your own. It's a bit hard to steer, and they don't make you any more durable while in use. They're still amazing for getting places you couldn't ordinarily get to. While their power fades in seconds, you'll find another one floating nearby if you need another boost. In fact, you'll find them all over the place wherever they'd be useful now. Like the Diamonds nobody notices them or can use them unless you point them out. They also quickly reappear once touched and used.

Crystal Heart (200 CP): This massive heart-shaped gem is bigger than you are, and beats as if it were alive. Dashing into it will shatter it and let you absorb its fragments. Once absorbed, you'll find similar gems once in a while in out of the way places. They'll always have some form of puzzle locking them away too. Finding them is worth it, though, because when absorbed they'll give you the power to open closed paths. There's no barrier so strong you couldn't pass through it with all the hearts in a world. Even a single one will let you open any mundane lock or door. If there's nothing worth opening then you can sell them too. They're worth a fortune.

C-Side (400 CP, Discount B-Side): Yet another Mix Tape, this one scratched and dinged up. Much like the B-Side, it'll remix the world you're in. Unlike the B-Side, it doesn't care what level of challenge you should be facing. Like the Say Goodbye drawback, it sets everything to the highest difficulty you're capable of overcoming. Also like the drawback, it never lets up until you turn it off. It'll still be the same type of challenge, though. It'll also carry the same consequences for failure. Take a brutal math test requiring all your skill and cunning? You might fail, but you don't have to worry about the teacher hunting you down and killing you. You know, unless that was already a concern.

If you purchased all three Mix Tapes, then you gain the ability to remix your difficulty level. Mostly. You can pick anything between Normal and C-Side, but you can't make life easier.

WOW! (400 CP, Discount Golden Strawberry): You've never seen a fruit like this before, at least outside of your dreams. It might resemble a strawberry, but that golden halo and cyan glow make it clear that it's something special. How special? When eaten on its own it'll be the best thing you've ever tasted. When incorporated into any recipe, no matter how unsuitable, it'll make it taste even better than that. Through some inexplicable means, tasting it won't ruin your taste buds either. Instead it'll improve your appreciation for food. The only downside is that you don't get any free replacements. Instead, you have to earn them. Every world will have another waiting for you in the most dangerous and out of the way place you can imagine. You'll get a hint about where to start looking, but you have to track them down.

If you bought all three Berry items, you get a full set of 175 Strawberries and 26 Golden Strawberries too. None of them count for any Berry collection drawbacks. Nice try.

Under New Management (400 CP): Did you enjoy your stay in the Presidential Suite? If so, then why not share the experience? It turns out the previous owner died intestate and without heirs. A little paperwork fudging, and you're the proud owner your very own Celestial Resort. It's as immense as the original, and comes with a plot of land to house it on. While the ectoplasm got cleared out, it still needs a lot of work. Any renovations will carry over, as will any reasonable supplies. Any employees willing to travel and sign a non-interference contract can come too. In future worlds it'll appear in a scenic location near wherever you are. You can also make it into a warehouse attachment if you wanted your very own personal deathtrap.

If you picked a drawback which increased the **Mountain**'s size, you can choose if you want the scaled-up one. If there's not enough space for it, it might end up orbiting the planet like a moon. Or vice-versa with the Celestial Federation.

Temple Mirror (400 CP): I hope you have an theater handy, because this huge mirror is the size of a small movie screen. It's completely unblemished, but everything reflected in it seems off somehow. It's as if they're illuminated by strange flickers of light. Feel free to look into it as long as you want, though – it's safe. For you and anyone you asked it to leave alone, at least. Anyone else gets sucked in and trapped in a crystal prison formed out of their insecurities. The mirror will then hide them deep within a maze created from their doubts, guarded by monsters made from their fears. It's not a pleasant experience, and it's almost impossible to escape from without help.

...Yes, you can go into your own maze if you want. You can also leave at any time.



Companions and Traveling Buddies

Even if you're the mysterious lone wolf type, you'll have a much better chance to make it to the top if you bring some friends along, or make some new ones on the way.

Not everyone willing to climb with you is willing to drop their life and travel with you forever, though. Any option denoted with a * will be a Traveling Buddy. They won't count against your Companion limits, but you won't see them all the time either. They'll keep in touch and hang out, and you'll miraculously bump into them from time to time when you need their help. Still, they'll be living their own lives most of the time, which resemble the ones they were living in the last Jump. Don't worry, they're the same person, and they remember you. They won't notice anything strange about this, so it's best not to ask.

If anything tragic happens to them, they'll survive unscathed if at all possible. If there's no possible way for them to survive, then as long as it wasn't your fault, you'll find them again next Jump. They'll only have vague memories of what happened, so no trauma. If it was, or you otherwise choose to wreck your relationship, they're gone until you reconcile. You get one message or call to apologize per Jump, and they'll know if you're lying.

Climbing Partners (50 CP): Do you already have some friends you'd like to take climbing, or are you in need of some new climbing buddies? Either way, purchasing this lets you import a single Companion, or meet up with a new one you'll enjoy climbing with. They're subject to the same restrictions you are, but get 100 CP to spend for every 400 CP in drawbacks you took. They also get First Steps and Climbing Gear for free. Every 50 CP you spend gets you twice as many, up to eight imported and/or new Companions for 200 CP.

***Ghostly Innkeeper (100 CP, Free with Celestial Resort):** Maybe you should reconsider this one. He's not a bad person, but he is a lost soul, and not only in the sense that he's a ghost. He was the kind of person who treated friends and employees like they're family, though. Anyone making trouble or insulting his haunting grounds will find themselves running. This wrathful wraith has no sense of decorum when upset. If you have any properties that need management he'd be happy to take over. As long as you don't let his anxieties run away with him he'll do an amazing job of it. Otherwise you'll probably bump into him from time to time in some old building or another. He might be confused if it's not a hotel or resort, though.

***Granny (100 CP, free with The Summit):** This old woman takes some getting used to. She's as carefree as they come, and won't hesitate to tell you what she thinks of you or your chances. That's not a bad thing, though. If you impress her enough she'll be the first person to offer support when you're feeling down. In time, you might even find her downright personable. She's also wise beyond even her many years, and knows more secrets than most people have forgotten. She'll be happy to dispense advice when you need it, as long as you don't mind the side of mocking laughter it comes with. Don't worry about the Epilogue, either – she'll get enough extra time to make it to the end of each Jump if you can.

For an extra **+100 CP**, you can have a chance meeting with her younger self. This young spitfire will be much more amenable to tagging along on your adventures.

***Part of Her? (100 CP, free with Hyper):** Are you sure this isn't just a bird? Regardless, this strange blue crow is smarter than even most other corvids. It's smarter than most people for that matter. You'll see it every so often when you're about to try some difficult task, or you're unable to make progress. While it can't talk, those caws hold more information than words ever could. Whether it's the basics of a new technique or some vital clue you missed, it'll give you what you needed to keep going. Then it'll fly off until you need it again.

***Adventurer From a From Off Land (100 CP, free with Temple Mirror):** Hailing from the mythical, exotic kingdom of Seattle, you'll bump into this young man a number of times as you make your way up the **Mountain**. He's trying to find himself the same way his grandfather did, and while he might seem a bit flakey, he's got a good heart. He can be surprisingly insightful, and is always ready to lend you an ear to talk through your problems. He's also a dependable shoulder to lean on if you need one. He's a somewhat talented amateur photographer too.

Since he's still trying to figure out where he's going, for an extra **+100 CP** you can try and convince him to become a full Companion during your meetups.

Demon Doppelgänger (200 CP, Discount with Confronting Myself): Decided talking to yourself wasn't good enough? Wanted other people to join in? Each time you take this Companion, you permanently manifest one aspect of your subconscious into the real world. If you bought **Part of Me** you can change which one at will, but otherwise it's locked when you pick it. For the most part they're identical to the manifestations from **Part of Me**. They're physical, though, so they can affect the real world. They can also gain any perks you took from this Jump except **Part of Me**. If you took Confronting Myself, they're better with it than you. Other than that, they don't get any benefits from your perks and vice-versa. Blame the **Mountain**.

Fellow Climber (200 CP, Discount with Level Up): This young woman needs a way out of the rut she's stuck in. If mountain climbing isn't it, interdimensional travel is worth a try. You're not going to find her impressive when you start out, though. Aside from her snarkiness and skills in yelling at people on the internet, she starts with abilities equivalent to First Steps, Breathe, Starjump, and YOLO! She also has a basic set of Climbing Gear, and enough talent to make it through a Drawback-free climb without serious injury. Unfortunately, she suffers from equivalents of Reflection, Bottom of the Ocean, and Be Proud of your Death Count. That last one will only last through the Jump, but Bottom of the Ocean will need time and therapy.

Still, the higher you climb, and the more support you offer her, the more this will change. If you managed to help her at all, she'll have a weakened equivalent to most of the perks you could buy by the time you're done. With some real compassion and the right level of care, she could surpass all of them. She also comes with her very own **Demon Doppelgänger**, although they count as a single Companion and can't be imported separately.

Epilogue

Are you ready to give up? I know a shortcut back to your Warehouse if so.

Save and Quit: That's a shame – I was starting to think you'd make it. You'll be leaving everything from this Gauntlet behind, though you still get to go on with your travels.

Retry: Did you have fun with Assist Mode? You might not be satisfied with what you picked up, though. In that case, I think you can still finish the climb. Why don't you try again, picking one of the other two options? Take your time, you can come back later if you want.

We Actually Did It: It's hard to believe it's over, isn't it? I knew nothing could stop you, though. You get to move on with everything you bought and picked up along the way.

No matter how you did, you have one last choice to make.

Forsaken: This place changes a lot of peoples' lives. Maybe it's made you reconsider this whole traveling thing altogether. In that case, you're welcome to go home.

No More Running: Do you not mind the solitude, or did something about the mountain call to you? If so, you're welcome to stay here for the rest of your days. Don't worry about anyone you've left behind; they'll accept that's just how it is remarkably quickly.

Checking Out: Funny how we get attached to the struggle. If you didn't find what you were looking for here, maybe you'll find it somewhere else? You'll find yourself there in short order.

Thanks for Playing (???): Having trouble saying goodbye? If you completed all twenty five Stages, including the Farewell Drawback, you've earned a special gift. No, you don't get to take the **Mountain** with you. But you'll find a door in your Warehouse that'll take you back to the road up to it. Any time you feel like climbing, feel free to stop on by. It'll be waiting.

Promise me that you'll take care of yourself, okay?

