Prologue

This is a collection of 9 Celeste-themed logic puzzles, to go with the 9 chapters of Celeste.

The puzzles are ordered from easiest to hardest, though since difficulty is highly subjective you may find that some particular puzzles are easier or harder for you.

All of the puzzles have unique solutions, and you can solve them purely with logical deductions. You won't have to guess.

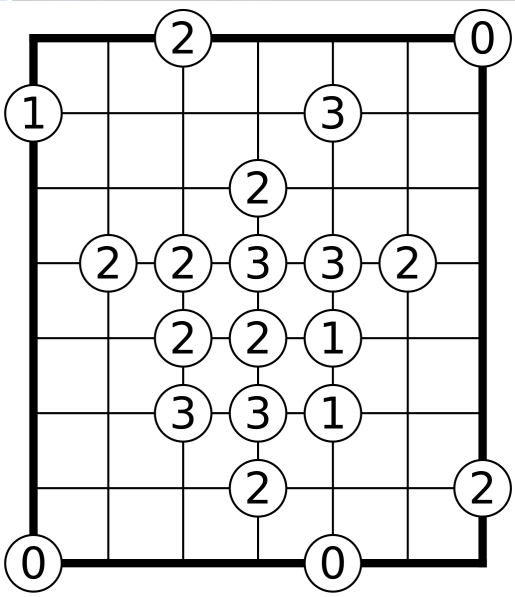
Writing easy logic puzzles is a very challenging task that I am not very good at, so even the easiest ones will be fairly difficult if you haven't solved many logic puzzles before. If you have any questions or want a hint, let me know! (https://tck.mn/contact)

Note: If you're viewing this PDF on a computer, all of the images are clickable and lead to online interfaces for the puzzles.

Chapter 1: Forsaken City

Creek

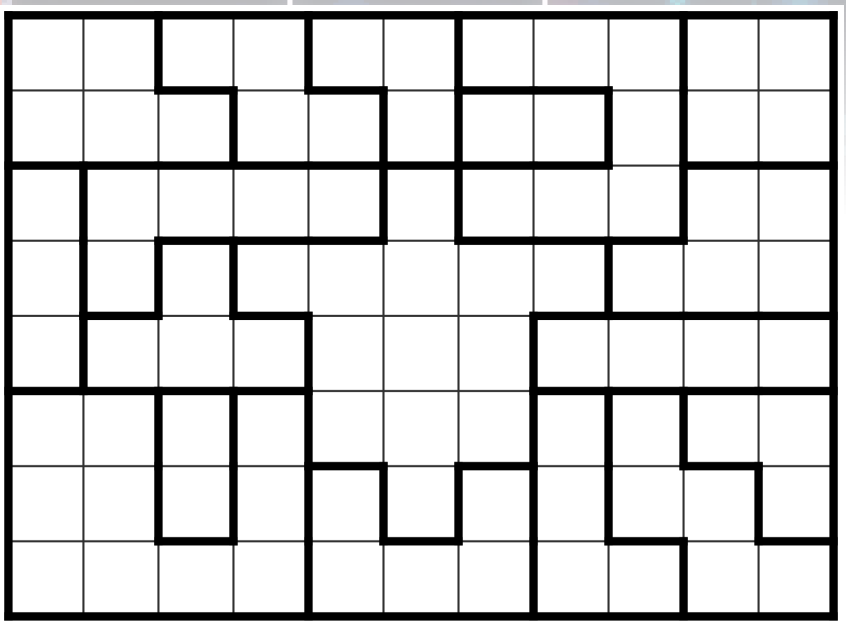
Shade some cells so that the remaining unshaded cells form one orthogonally connected area. A clue represents how many of the (up to) four cells it touches are shaded.



Chapter 2: Old Site

Norinori

Shade some dominoes of cells so that every region contains exactly two shaded cells. Shaded dominoes may not touch orthogonally.

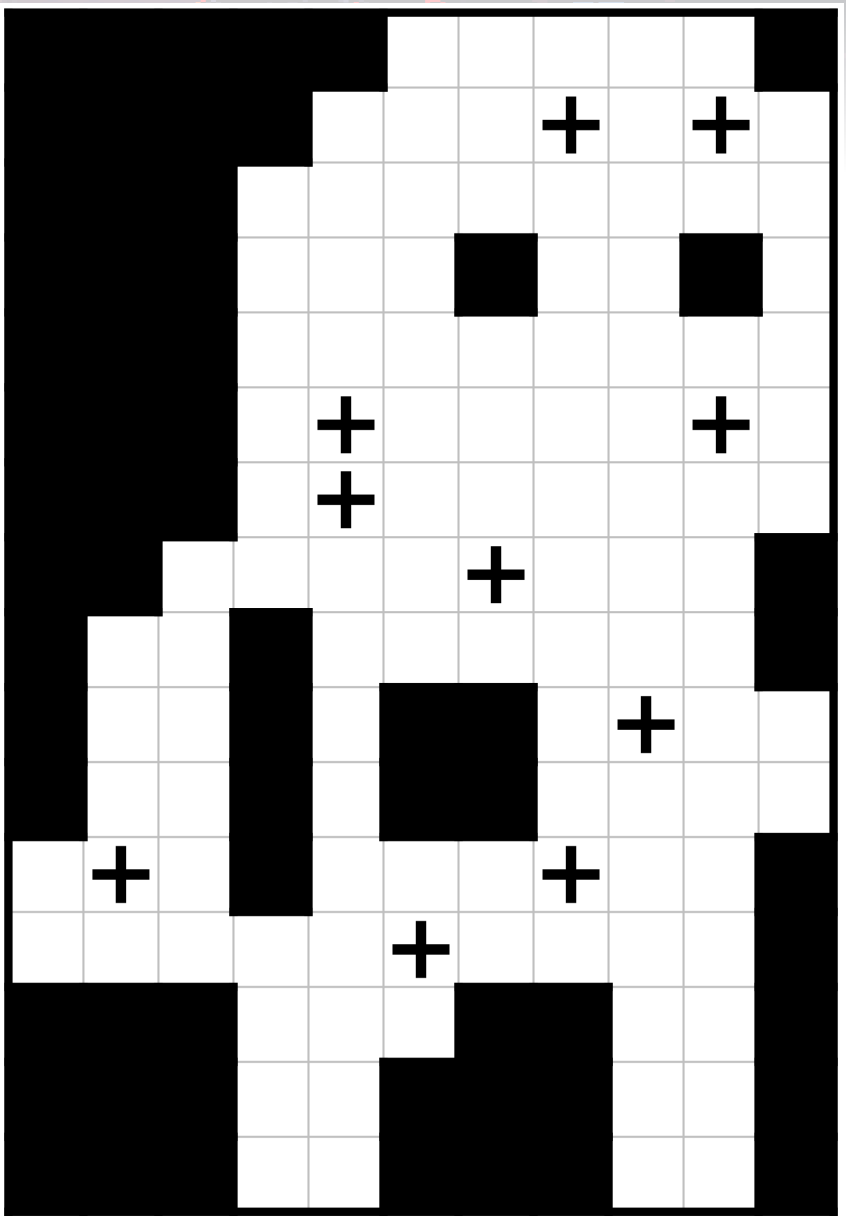


Chapter 3: Celestial Resort

Simple Loop (Crossing)

Draw a loop through the centers of all empty cells.

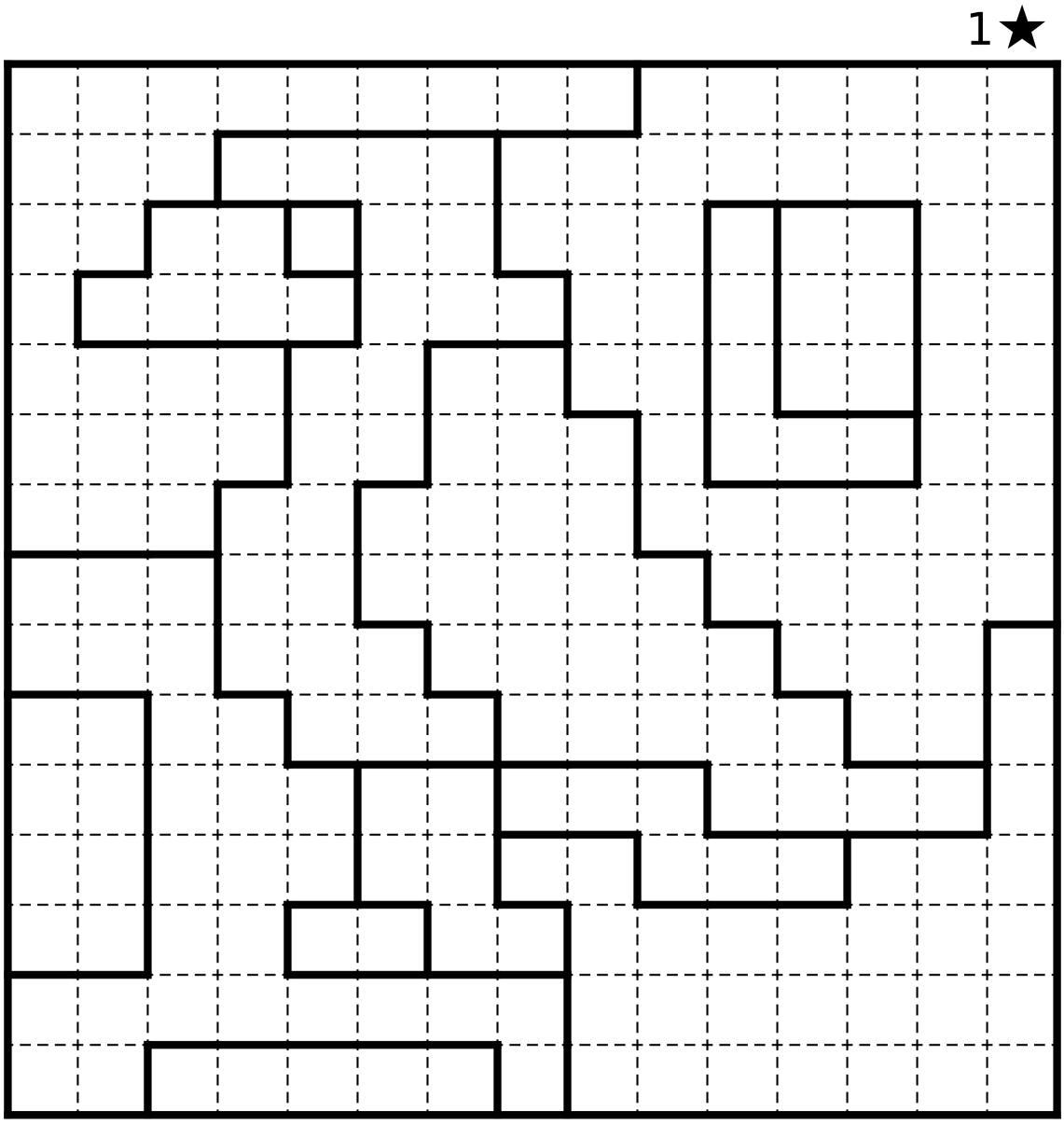
Variant: The loop crosses itself on all marked crossings, and nowhere else.



Chapter 4: Golden Ridge

Star Battle

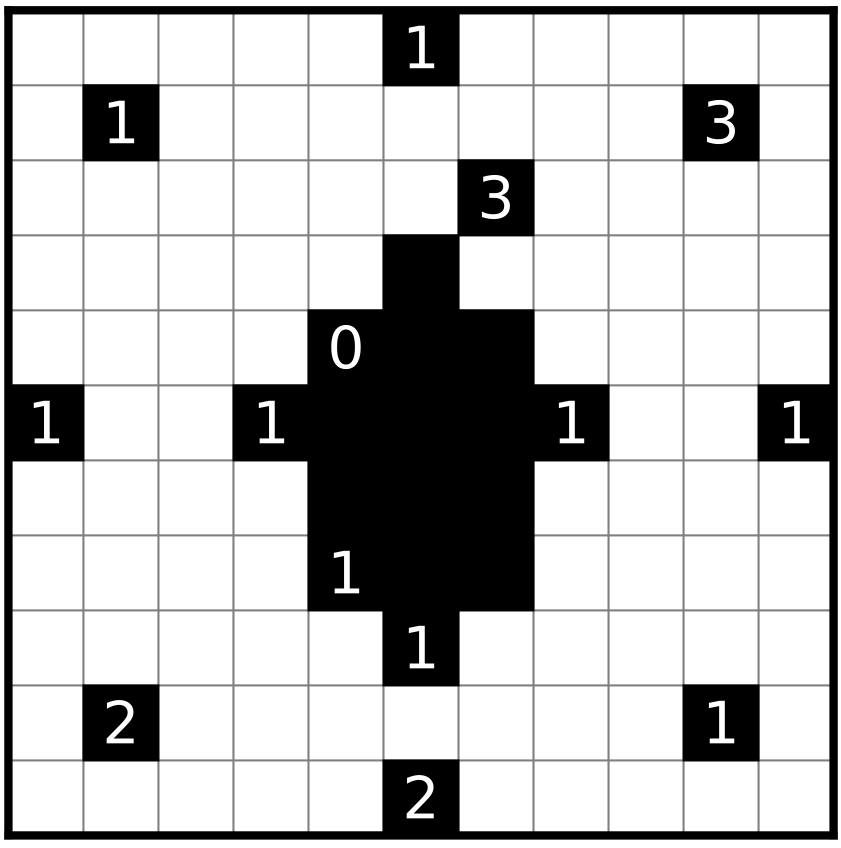
Place stars into some cells such that each row, column, and outlined region contains exactly 1 star. Stars may not touch one another, not even diagonally.



Chapter 5: Mirror Temple

Akari

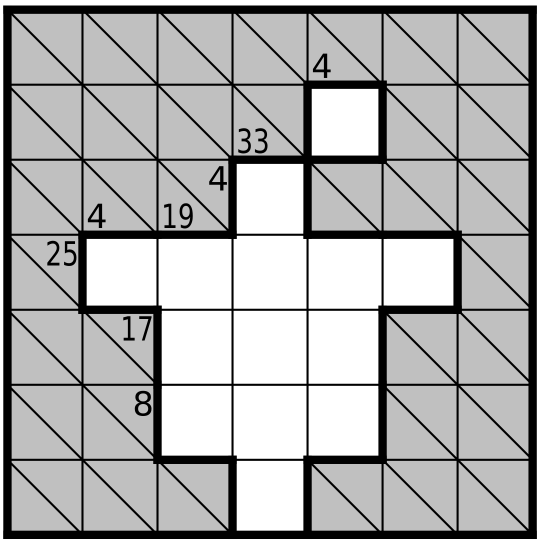
Place lights in some cells so that every cell is illuminated. Lights illuminate the cell they're in as well as all cells seen in a straight line horizontally or vertically, until obstructed by a black cell. Lights must not illuminate each other. Clues represent the number of lights in the (up to) four cells surrounding the clue.



Chapter 6: Reflection

Kakuro

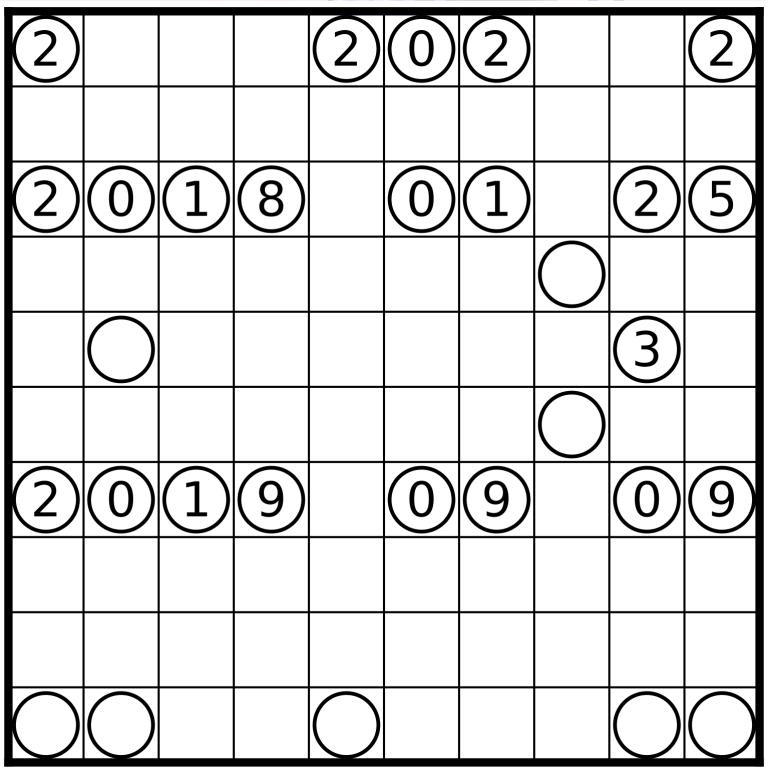
Place a number from 1 to 9 into each empty cell so that no number is repeated in any unobstructed horizontal or vertical line. A clue on the bottom of a blocked cell represents the sum of the numbers in the vertical line below it. A clue on the right side of a blocked cell represents the sum of the numbers in the horizontal line to its right. Clues cannot see numbers through other blocked cells.



Chapter 7: The Summit

Kurotto

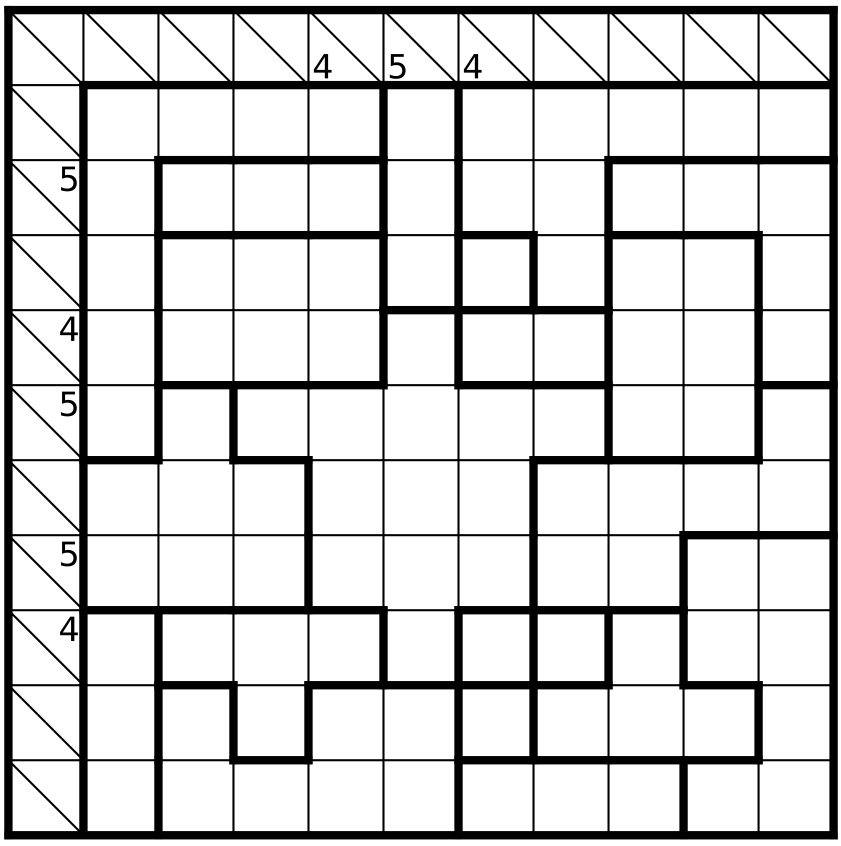
Shade some cells so that clues represent the total size of the orthogonally connected areas of shaded cells that share an edge with the clue. Clued cells cannot be shaded.



Chapter 8: Core

Tilepaint

Shade some cells so that each region is either fully shaded or fully unshaded. A clue on the bottom of a blocked cell represents the number of shaded cells in the vertical line below it. A clue on the right side of a blocked cell represents the number of shaded cells in the horizontal line to its right.



Chapter 9: Farewell

Gemini Block / NIKOJI

Divide the grid into regions of orthogonally connected cells, each containing exactly one letter. Regions with the same letter must be exactly identical in shape, orientation, and position relative to the letter. Regions with different letters must not be the same shape.

Note: Regions with different letters are allowed to be rotations/reflections of the same shape.