

Date	Scenario	Difficulty	Will True Wilhelmina True	Jerry Blizzard Jeri Blizzard	Henry Hoy Henrietta Hoy	Redcap	Fleetfoot	Scenario points	Final score
		☆☆☆☆☆	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
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# Achievements

<input type="checkbox"/> Georgie is Home	Win Scenario 1.	<input type="checkbox"/> Perfect Start	Fulfil all quests in Scenario 1.	<input type="checkbox"/> Speed Meeting	Complete the "Get to Know the Vonts" quest by collecting 3 cubes in a single round.
<input type="checkbox"/> Full Success	Win Scenario 2.	<input type="checkbox"/> Empty Pockets	Use all items while winning Scenario 2.	<input type="checkbox"/> Masters of Cartography	Fulfil the "Map of Secret Passages" quest immediately after it appears.
<input type="checkbox"/> Happy Barking	Win Scenario 3.	<input type="checkbox"/> Well Prepared	Gain all available cubes (including any from allies) while winning Scenario 3.	<input type="checkbox"/> Coming For You, Friend	Fulfil the "Lost Bubble" quest right after it appears.
<input type="checkbox"/> Advanced Success	Win Scenario 4.	<input type="checkbox"/> Personal Best	Fulfil all personal quests while winning Scenario 4.	<input type="checkbox"/> Rescue Rangers	Fulfil the "Georgie Is in Danger Again" quest for 5 points within two rounds after it appears.
<input type="checkbox"/> Hedgehog in the Cage!	Win Scenario 5.	<input type="checkbox"/> Twice as Heroic	Play 2 heroic cards per character while winning Scenario 5.	<input type="checkbox"/> All For One, One For All	Fulfil the "Meeting with Bobby Tinker" quest for 3 points.
<input type="checkbox"/> Small Challenge	Win Scenario 2 or higher on at least ★ difficulty.	<input type="checkbox"/> Learning from Mistakes	Lose any one scenario.	<input type="checkbox"/> Not Even a Mouse	Fulfil the "Guard the Access Routes" quest for 4 points.
<input type="checkbox"/> Considerable Challenge	Win Scenario 2 or higher on at least ★★ difficulty.	<input type="checkbox"/> The Closest Loss	Lose Scenario 2, 4 or 5 with Unrest reaching (but not passing) the end of the track while you are 1 point short.	<input type="checkbox"/> Rotating Crew	Have at least 6 different players recorded in your Chronicle.
<input type="checkbox"/> Serious Challenge	Win Scenario 2 or higher on at least ★★★ difficulty.	<input type="checkbox"/> The Closest Victory	Win Scenario 2, 4 or 5 with Unrest exactly 1 space short of the end of the track.	<input type="checkbox"/> Ever-New Faces	Have at least 12 different players recorded in your Chronicle.
<input type="checkbox"/> Great Challenge	Win Scenario 2 or higher on at least ★★★★ difficulty.	<input type="checkbox"/> Grand Round	Fulfil three quests in a single round.	<input type="checkbox"/> The Whole Neighbourhood	Have at least 20 different players recorded in your Chronicle.
<input type="checkbox"/> Ultimate Challenge	Win Scenario 5 on ★★★★★ difficulty.	<input type="checkbox"/> Grand Finale	Win Scenario 2 or 4 by fulfilling three quests in a single round.	<input type="checkbox"/> Split Personality	Play a solo game with a double character.
<input type="checkbox"/> Not Afraid of Challenges	Win all scenarios on at least ★ difficulty.	<input type="checkbox"/> Flawless Operation	Win Scenario 3 by exceeding the required value in each final challenge by 10.	<input type="checkbox"/> What would Will True Do?	Play a solo game with five single characters.
<input type="checkbox"/> Looking for Challenges	Win all scenarios on at least ★★ difficulty.	<input type="checkbox"/> Unrest Suppression	Move the Unrest token 5 spaces back in Scenario 2, 4 or 5.	<input type="checkbox"/> Dynamic Duo	Play a two-player game.
<input type="checkbox"/> Needing Challenges	Win all scenarios on at least ★★★ difficulty.	<input type="checkbox"/> Ultimate Suppression	Move the Unrest token 7 spaces back in Scenario 2, 4 or 5.	<input type="checkbox"/> The Three Musketeers	Play a three-player game.
<input type="checkbox"/> Addicted to Challenges	Win all scenarios on at least ★★★★ difficulty.	<input type="checkbox"/> He Had Zero Chance	Catch Scirocco more times than was needed in the final round.	<input type="checkbox"/> Fantastic Four	Play a four-player game.
<input type="checkbox"/> Blackjack	Have a final score of 21 points in any one scenario.	<input type="checkbox"/> Climbing under Pressure	Fulfil the "Climb the Sanctuary Wall" quest while 3 Vonts groups are nearby.	<input type="checkbox"/> Full Arrow Team	Play a five-player game.
<input type="checkbox"/> Lunar Score	Have a final score of 28 points in any one scenario.	<input type="checkbox"/> Swift Journalism	Fulfil the "Material for TOM-TOM" quest for 3 points immediately after it appears.	<input type="checkbox"/> International Club	Play a game where players have at least two different mother tongues.
<input type="checkbox"/> Age of Christ	Have a final score of 33 points in any one scenario.	<input type="checkbox"/> Thorough Exploration	Fulfil the "Explore the Black Water" quest with each character in one of the two groups.	<input type="checkbox"/> Co-ed Club	Play a game with at least two female and two male players.
<input type="checkbox"/> Roulette	Have a final score of 37 points in any one scenario.	<input type="checkbox"/> Great Negotiator	Fulfil the "Contact the Rusty Keys" quest with just a single (non-double) character.	<input type="checkbox"/> Intergenerational Club	Play a game where the youngest and oldest player are at least 40 years apart.
<input type="checkbox"/> The Final Answer	Have a final score of 42 points in any one scenario.	<input type="checkbox"/> True Independence	Fulfil the "Independent Exploration" quest while each other player is at least 3 spaces away.	<input type="checkbox"/> Scribe	Fill half a page in the Chronicle.
<input type="checkbox"/> High Noon	Play a game that lasts through noon.	<input type="checkbox"/> Relay Run	Fulfil the "Quick Message Delivery" quest for 3 points.	<input type="checkbox"/> Chronicler	Fill one page in the Chronicle.
<input type="checkbox"/> The Witching Hour	Play a game that lasts through midnight.	<input type="checkbox"/> Treasure Hunt for the Vonts	Fulfil the "Gain the Trust of the Vonts" quest for at least 5 points.	<input type="checkbox"/> Historian	Fill the entire Chronicle.
		<input type="checkbox"/> Eavesdropping Network	Fulfil the "What Are the Vonts Talking About" quest for at least 3 points.		

# Rapid Arrows

## Chronicle