**Core Progressional**

* **Name:** The Story Begins  
  **Description:** Start the game  
  **Icon:** Open Book  
  **Secret:** No
* **Name:** Reunion**Description:** Defeat the Dread Knight  
  **Icon:** Dread Knight’s helmet  
  **Secret:** No
* **Name:** Gods Among Pixels**Description:** Encounter the mysterious entity  
  **Icon:** Whatever we use as a portrait for the devs in SC cutscene  
  **Secret:** Yes
* **Name:** What Happened Here?  
  **Description:** Reach ?????  
  **Icon:** ????? Dating Sim icon  
  **Secret:** Yes
* **Name:** Something of a Collector  
  **Description:** Collect all game modes  
  **Icon:** Fighter Dextra doing a wheelie on the Racing motorcycle  
  **Secret:** Yes
* **Name:** Happily Ever After  
  **Description:** Complete the game  
  **Icon:** Closed Book  
  **Secret:** Yes

**Completion**

* **Name:** Oh, That’s Meta  
  **Description:** Find the screenshot of the original pitch level  
  **Icon:** The White Square  
  **Secret:** Yes
* **Name:** Art Connoisseur  
  **Description:** Collect every piece of concept art  
  **Icon:** Dextra appraising a painting  
  **Secret:** No
* **Name:** What Boss?  
  **Description:** Purchase the Dev Boss music  
  **Icon:** Silhouette of the Dev Hydra  
  **Secret:** Yes
* **Name:** Music Aficionado  
  **Description:** Collect every music track  
  **Icon:** A platinum record  
  **Secret:** No
* **Name:** Nuclear Option  
  **Description:** Cast the Nuke spell  
  **Icon:** Mushroom cloud  
  **Secret:** Yes
* **Name:** Master of Magic  
  **Description:** Unlock every spell  
  **Icon:** Dextra with a wizard hat  
  **Secret:** No
* **Name:** Great, Another Swordfighter  
  **Description:** Use the Counter skill  
  **Icon:** Dextra in the sword counter pose from Smash  
  **Secret:** Yes
* **Name:** Skilled Combatant  
  **Description:** Unlock every skill  
  **Icon:** Dextra with way too many swords  
  **Secret:** No

**Extra**

* **Name:** Not a Plumber  
  **Description:** Try to jump on an enemy’s head  
  **Icon:** Mushroom with a circle and slash  
  **Secret:** Yes
* **Name:** World Warrior  
  **Description:** Defeat an enemy in every level with Fighting Game Mode  
  **Icon:** Dextra w/ headband carrying a bag over her shoulder like Ryu  
  **Secret:** Yes
* **Name:** It’s Dangerous to Go Alone  
  **Description:** Talk to every type of NPC in RPG Mode  
  **Icon:** Hands shaking  
  **Secret:** Yes
* **Name:** Full Combo Finish  
  **Description:** Complete a track in Rhythm Game mode without missing any notes  
  **Icon:** Rhythm Dextra on a DDR pad  
  **Secret:** Yes
* **Name:** Ren’ai Master  
  **Description:** Complete a conversation in Dating Sim mode without choosing any wrong options  
  **Icon:** Standard enemy’s happy still  
  **Secret:** Yes
* **Name:** Blue Shell  
  **Description:** Crash while in first place in Racing Game Mode  
  **Icon:** Dextra faceplanting  
  **Secret:** Yes
* **Name:** Friendly Fire  
  **Description:** Shoot Dextra with FPS Mode  
  **Icon:** Crosshair on Dextra  
  **Secret:** Yes
* **Name:** Short Story  
  **Description:** Die in the first pit in the first level  
  **Icon:** Very thin book  
  **Secret:** Yes
* **Name:** Shorter Story  
  **Description:** Die on the main menu  
  **Icon:** Book without pages  
  **Secret:** Yes
* **Name:** Serving Time  
  **Description:** Spend 10 minutes in your cage at the beginning of Crystal Caverns  
  **Icon:** Dextra behind bars  
  **Secret:** Yes
* **Name:** Sit Back and Relax  
  **Description:** End a race in first place without tilting forward  
  **Icon:** Racing Dextra doing a wheelie  
  **Secret:** Yes
* **Name:** Do a Flip!  
  **Description:** Do a frontflip or backflip in Racing Game Mode  
  **Icon:** Racing Dextra mid-flip  
  **Secret:** Yes
* **Name:** Nuclear Deterrent:   
  **Description:** Kill the NPC that teaches you Nuke  
  **Icon:** Mushroom cloud with a circle and slash  
  **Secret:** Yes
* **Name:** You Heathen  
  **Description:** View the You Heathen message  
  **Icon:** Upside down Y  
  **Secret:** Yes