

Chapter 1 - Quest Objectives and Descriptions				
In-Engine Name	Questline Title	Objective	Objective Description	Questline Complete description
YM - Start Day	Tactics Time			
		Find my dice	I'm always losing my dice. Gotta find 'em before I can go to Tactics Club.	
		Meet at the Clubroom	I have my dice, now I've just gotta get to the clubroom.	
				None
YM - Missing Friends (Colin)	Missing Friends			
		Find Colin	Where is everyone? Colin is never late.	
		Talk to Colin	Ugh, bullies again? I should make sure Colin is okay.	
				Colin's ready for C&C.
YM - Missing Friends (Jacob)	Missing Friends			
		Find Jacob	Jacob is... okay, Jacob is constantly late. But I should still go find him.	
				Jacob's ready for C&C.
YM - C&C Campaign - Part 1	C&C: The Adventure Continues			
		Return to the Clubroom	Okay, that's both of them. I guess I should head back to the clubroom so we can get started.	
		Play some C&C at the table	Finally, a chance to defeat the dastardly dorklings who stole Anjaya's amulet!	
				We'll continue after the assembly.
YM - Mysterious Announcement	Mysterious Announcement			
		Go to the Auditorium	What could the Principal want? I hope it's not another warning about contaminated lunchmeat.	
				Are we... in a snowball tournament? What do we do?
YM - C&C Campaign - Part 2	C&C: The Final Battle?			
		Go back to the Clubroom and play C&C	Let's focus on finishing our adventure, like Colin said. Then we can think about this tournament...	
				Feels good to get that plot thread wrapped up.
YM - Complete Day	Battle the Young Monarchists			
		Talk to Colin when ready	I guess we can't keep putting this off forever. It's victory or disbanding!	
				Whew... we beat the Young Monarchists.