CEA3 Achievement Help

Experience Points Payout Chart

Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
250 XP	500 XP	750 XP	1000 XP	1250 XP	1500 XP

All achievements will fit this standardized format…

> **Not all stages can be achieved for each specific parameter.**
> **Example**: Verdisolle has only 3 species, maximum payout is 750 XP (Stage 1 + Stage 2).
> **Notice**: full stage completion is never achieved, but it would be impossible to advance.

Retroactive Achievements

Achievements that you have already completed prior to the new achievement system will auto update when you submit a valid parameter even if it's not a unique combination.
Un-awarded achievements have a red border as an indicator.

Retroactive Multi-Stage Awards

If you have completed multiple stages retroactively you will receive the XP in bulk.
2 Stages **750 XP**   (250 + 500)
3 Stages **1,500 XP** (250 + 500 + 750)
4 Stages **2,500 XP** (250 + 500 + 750 + 1000)
5 Stages **3,750 XP** (250 + 500 + 750 + 1000 + 1250)
6 stages **5,250 XP** (250 + 500 + 750 + 1000 + 1250 + 1500)

Achievement Display

The achievement display allows you to see any achievement, in the image below the 'Chub' specie achievement is shown with 23 submissions. Stage 3 will be completed with 25 submissions.

The red border indicates this achievement has not yet been awarded, the angler would need to submit a Chub to gain the award.
Filter options allow you to select specified achievements, or choose random sets.

Chub 23 Submissions (2 of 6 Stages Completed)					
1	10	25	50	100	250

Achievement Codes

NEW - A new achievement was added to the data collection.
RMS - Retroactive Multistage Achievement (New but has enough submissions to span multiple stages)
UPD - Updated achievement, occurs when a stage is completed and already exist in the data collection.

Unknown parameters i.e.*VEN#UNKNOWN* that have not been added to CEA3 are not qualified for achievements.