

Hypothetical Medals/Achievements for *Friday Night Funkin'*

Ninjamuffin, I'm Only an Email Away

- White bullet points indicate hidden medals/achievements
- Text color indicates approximated difficulty: **Very Easy**, **Easy**, **Easy-Medium**, **Medium**, **Medium-Hard**, **Hard**, **Very Hard**
- **Luv Me Girlfriend, Luv Funkin', Simple As**: Get a Full Combo on any song except the tutorial on any difficulty. I wonder how many non-British players are gonna get the joke.
- **A Deceptively Simple Start**: Get a Full Combo on any Week 1 song at any difficulty. It's all this easy, right? Right?
- **By Blue Hair's Breadth**: Win a song with ≤ 10 health remaining (i.e. have the little bar look something like [this](#) by the end of the song). The fact that you managed to pull this off is nothing short of a miracle.
- **What Does This Button Do?**: Press R during any song. Go on, you know you want to.
- **Fuck This Shit**: Lower the current song's difficulty after getting blueballed ≥ 3 times. The only people who'll mock you for doing this are people with nothing better to do with their lives or douchebags who happen to play rhythm games.
- **Abort Mission**: Blueball yourself before the notes start by mashing the keys. You do realize this won't boot you back to the menu, right?
- **Circle the Wagon**: During a song, press W-D-S-A or Up-Right-Down-Left in quick succession. Less impressive is you doing this while the other character is currently giving their verse, but hey, you still get the medal.
- **Speedrun Moment**: In Week 6, click through all of Senpai's/Spirit's dialogue in ≤ 15 seconds. Sorry, but there are records to break!
- **Surprise Difficulty**: Get a Full Combo on Tutorial on Hard. What, you thought this would be easy?
- **Certified Funky**: Get a Full Combo on all songs on any difficulty. The key word being "any difficulty".