

About Adventures



Adventures – What They Are

Adventures are American Virtual’s version of “tours”: a series of connected flights that follow a theme, a region, or a storyline.

When you join an Adventure, you commit to flying each leg in order, tracking your progress as you go and working toward completion of the whole journey.

Adventures are designed to be fun, structured experiences on top of your regular flying. They may highlight real-world American Airlines routes, scenic regions, historic flights, or special VA-created itineraries.

1) How To Join an Adventure

You can find Adventures in the CrewCenter under the Adventures section.

When you open an Adventure, you will typically see:

- A short description of the theme and objective
- A list or map of all the legs included
- Any basic requirements, such as aircraft type, rank, or special notes

To start:

- Open the Adventure you are interested in
- Review the description and requirements
- Click the option to join or enroll in that Adventure
- Once you have joined, it will appear in your active Adventures list and you can begin flying the legs in the order shown.

2) Flying Adventure Legs

Each Adventure is made up of individual flights (“legs”) that must usually be flown in sequence.

In practical terms:

- Start with Leg 1 of the Adventure

- Fly the route using the required or suggested aircraft/type (if specified)
- File your PIREP as you normally would through the approved ACARS or manual method
- Once the leg is accepted, it will be marked as completed in your Adventure progress

You then continue with Leg 2, Leg 3, and so on, until you complete the entire Adventure. Some Adventures may allow flexibility in equipment; others may specify the airline, SubFleet, or general aircraft category to keep the experience consistent. The Substitution List always applies.

3) Tracking Your Progress

After you've joined an Adventure, you can always return to it to see:

- Which legs you have already completed
- Your current leg and next planned route
- Any notes or special instructions for upcoming flights

The Adventure page acts as your "dashboard" for that journey. You can use it to:

- Confirm which leg you should fly next
- Double-check departure and arrival airports
- Review any comments or updated information from Staff about that Adventure
- Awards, Recognition and AAdvantage Miles

Completing an Adventure is often recognized within the VA, and certain Adventures may:

- Grant a dedicated award or badge on your profile when fully completed
- Be tied to AAdvantage Miles bonuses when they are part of a promotion
- Contribute toward hub- or VA-wide events, challenges, or leaderboards

Not every Adventure will have the same rewards. The description of each Adventure will indicate if there are:

- Special awards
- Bonus AAdvantage Miles
- Event-related perks or recognition

Always read the individual Adventure description so you know what to expect when you complete it.

4) Leaving or Restarting an Adventure

We understand that real life comes first or your interests may change.

If you decide an Adventure is not for you, you may have the option to cancel or leave that Adventure from your progress page.

Cancelling will normally remove it from your active list and may clear any partial progress tracking for that specific Adventure.

You are always welcome to return later and join the same Adventure again (if it is still available and open), starting fresh from Leg 1 if the rules for that Adventure allow it.

Good To Know

Adventures are meant to be fun, structured experiences; they do not replace your normal flying, but give you themed routes to enjoy.

Some Adventures may be time-limited or tied to special events; others may be permanent fixtures you can complete at your own pace.

Requirements such as minimum rank, aircraft type, or route order are shown in each Adventure's description, always review those before joining.

For any questions about a specific Adventure (progress, rules, or issues with a leg), contact your Hub Staff via Discord or use the VA's normal support channels.

Revision #3

Created 2025-12-03 20:13:28 UTC by Will

Updated 2025-12-03 20:30:18 UTC by Will