



STARWATCH ACADEMY

Official Walkthrough

V0.3.4

This walkthrough is a reward for our Patreon supporters.
Please do not redistribute it 😊

1.	Foreword.....	4
2.	Statistics	5
2.1.	Player statistics.....	5
2.2.	Character statistics	5
3.	Orientation Week.....	6
3.1.	Day 1.....	6
3.2.	Day 2.....	7
3.3.	Day 3.....	8
3.4.	Day 4.....	9
3.5.	Day 5.....	12
3.6.	Day 6.....	13
4.	Free roam.....	14
4.1.	Main Story	14
5.	Locations	15
5.1.	Downtown – Mall - Castelli.....	15
5.2.	Commons - Café	15
5.3.	Red Light District – Nightclub	15
5.4.	Red Light District – Eclipse Gallery	15
5.5.	Novaris Plaza – Geneforge Labs.....	15
6.	Characters	16
6.1.	Schedule overview.....	16
6.2.	Ann	17
6.3.	Curie	18
6.4.	Diane.....	19
6.5.	Edward.....	20
6.6.	Eva	21
6.7.	Jaime.....	22
6.8.	Julianna.....	23
6.9.	Letho.....	24
6.10.	Maki	25
6.11.	Stella	26
6.12.	Thomas	26
6.13.	Valerie.....	27
6.14.	Zara	28
7.	Quests	29
7.1.	Reality Check	29

7.2.	Diplomatic Relations.....	29
7.3.	The Socialite.....	29
7.4.	A noble escort.....	30
7.5.	Secret Desires	30
7.6.	Pandora’s Box	30
7.7.	Supremacy	31

1. FOREWORD

Thank you for supporting Starwatch Academy!

As a valued supporter, we are pleased to offer you exclusive access to our official walkthrough. Your support is essential in helping us achieve our goals, and we appreciate it greatly.

We hope this walkthrough will help you navigate through the academy and make the most of your experience. Thank you again for your support!

2. STATISTICS

Starwatch Academy offers a variety of statistics that can be increased by taking various actions within the game.

2.1. PLAYER STATISTICS

As of now, the player has six different statistics that can be increased up to a maximum of 10 points each:

Paragon

Paragon is an integral aspect of the game's morality system, where points are awarded for performing compassionate and heroic deeds, thereby improving how you are perceived in the game world.

Renegade

Renegade is another component of the game's morality system, where points are earned for displaying apathetic and ruthless behavior. This may result in being perceived as someone who is willing to take any necessary action to achieve their goals.

Cunning

Used for plots and tactics, a higher cunning will allow you to manipulate the odds to be in your favor.

Reflexes

A higher reflex score is advantageous in skill-based tests that require quick thinking and instinctual reactions.

Daring

In critical situations and emergencies, possessing a higher level of Daring can enable you to overcome seemingly insurmountable odds through sheer willpower.

Acceptance

Acceptance is a statistic that determines your level of comfort with nonconformity. This value can be increased by participating in events that push you out of your comfort zone.

2.2. CHARACTER STATISTICS

Each character in the codex has an affinity statistic that represents how they perceive you. Ranging from -100 to +100, this value has the following statuses:

- Hated (-100 to -25):
- Unfriendly (-24 to -1):
- Acquaintance (0 to 24):
- Friend (25 to 49):
- Good friend (50 to 74):
- Close friend (75 to 100):
- Lover

Lover status

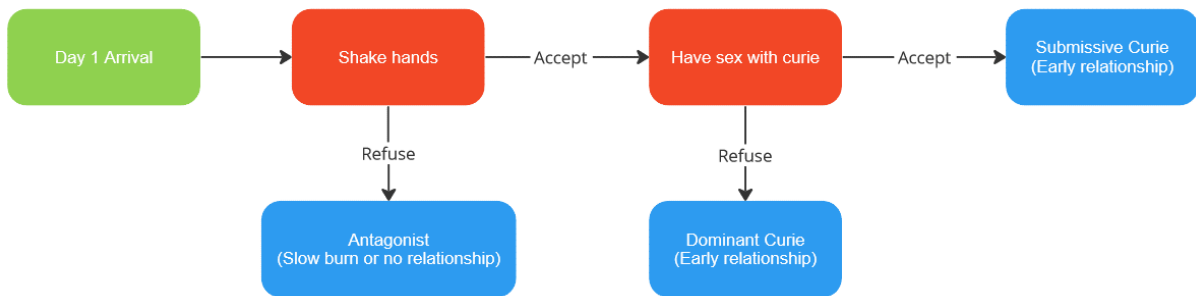
Becoming a Lover is the ultimate stage in a relationship. Upon achieving maximum affinity and engaging in romance with the character, an event will trigger that allows you to take the final step and enter the Lover status permanently.

3. ORIENTATION WEEK

During the first week at the academy, players will experience Orientation Week, which serves as a tutorial area to introduce the game's mechanics. This initial week is the perfect opportunity for players to choose their starting relationships and statistics, setting the foundation for their journey through the game.

3.1. DAY 1

As you arrive at the academy after character creation, you will immediately meet Curie.



Shake Curie's hand:

- +1 Paragon.
- Open path to relationship with Curie.
- +25 affinity with Curie.

Ignore handshake:

- +1 Renegade.
- Close path for early relationship with Curie.
- -25 affinity with Curie.
- Opens path for early relationship with Diane.

If you choose to shake Curie's hand, it will allow you to pursue an early relationship with her, with two different tones to choose from. This decision can have a significant impact on your experience of the game, so make sure to consider your options carefully before making your choice.

Choice of major:

- While there is no "wrong" choice in selecting your major, it's worth noting that certain minor content will only be accessible to specific majors. For instance, if you opt for the Fighters major, you'll have the chance to win the keycard to access the arcade's mysterious girl room, which is not possible with other majors. All majors will have their little something, so do not worry about it too much.

If you decide to get laid:

- Curie will be submissive in the relationship.
- +5 affinity with Curie.

If you decide to keep it professional:

- Curie will be dominant in the relationship.
- -5 affinity with Curie.

Opting to ignore Curie's handshake will prevent you from forming an early relationship with her. However, this decision opens up new paths to explore, including the option to begin an early relationship with Diane, or to remain single and focus on other aspects or relationships in the game.

If you seize the opportunity:

- Early relationship with Diane.
- +5 affinity with Diane.
- Julianna will be the blind date on Day 4.

If you turn down her offer:

- Diane will remember this. She will refuse the date on Day 4.
- -5 affinity with Diane.
- If you greet Eva, you will get +5 affinity with Eva.
- If you complain about your privacy to Eva, you will get -5 affinity with Eva.

3.2. DAY 2

Day 2 starts with the delivery of a mysterious package.

- If you have transformations enabled, you will receive the Perfection modification. You can choose to use it immediately or later. It has no gameplay impact.
- If you have transformations disabled, you will receive a 20.000 credits chip. It is not immediately added to the player's credits balance.

If you had sex with Curie on Day 1:

- She will offer to join you for the tour.
- You will meet Thomas and Jaime early.

Choosing not to shake hands with Jaime will result in you being barred from joining the commoners for the tour.

Curie will offer to see you in the evening. You can choose to invite her or decline her proposal. The choice has no consequences aside of minor text changes. Feel free to make the choice that aligns with your mood and preferences.

If you did not have sex with Curie on Day 1:

- You will meet Letho.

If you chastise Letho, you will not be able to join the commoners for the tour.

Tour groups

Your choice of joining a specific group or forming your own is entirely based on your personal preference. There is no wrong decision, however it will unlock additional choices later in political scenes.

If you join the nobles for the tour:

- You will meet Edward and Valerie.

If you join the commoners for the tour:

- If you did not have sex with Curie on Day 1 and chose to guide Letho, you will meet Thomas and Jaime.

If you choose to walk alone:

- If you had sex with Curie on Day 1 and shook Jaime's hand, Thomas, Jaime and other cadets will decide to join you.

Afternoon choices

During the afternoon, you'll have the choice to seek advice from Eva or make your own decision. It's highly recommended that you choose to ask for her advice, as this will give you a head start on practical courses and unlock additional scenes with Eva.

Go through all activities: Mod-Clinic, Gym, Call your father, Holodeck Training, then go to sleep.

3.3. DAY 3

At the start of Day 3, you will face a couple of options. It's recommended that you choose to visit the Atrium, since this choice is exclusive to the morning and offers unique content. The other options will remain available in the afternoon.

Atrium

Julianna will approach you and ask if she can join you. Accepting will increase your affinity with her by 25 points and she will become your date on Day 4's blind date.

Class

There are two possible simulations in class. If you performed Holodeck Training on Day 2, you will be considered "ahead of class" and receive a new training simulation. If you did not do Holodeck Training on Day 2, you will get the normal simulation.

Being ahead of class is the best case here as it allows exclusive future interactions with Eva.

If you are ahead of class, your choices will increase player statistics. Choose what you feel is best to your preferences.

Fighters Major:

- Cruiser shield: +1 Cunning.
- Fighter screen: +1 Reflexes.

Cruisers Major:

- Interdiction: +1 Daring.
- Delayed Ambush: +1 Cunning.

Battlegroups Major:

- Retreat: +1 Cunning.
- Fight: +1 Daring.

Café

On your first visit to the Café, you will meet Maki, the waitress. If you visit the Café on Day 3, Maki will give you a "Strange Folded Note." It is important to read the note in your inventory and stow it before starting Day 4.

Archives

The question about why you can see Eva is included solely for the purpose of lore. Opting for the Educational Section will grant you 1 Cunning point, while choosing the Leisure Section will not provide any rewards aside from some funny content.

Arcade

If you play a racing game, you will get different text if you chose fighters as your major.

Evening sex with Curie

If you shook Curie's hand on Day 1, she will show up at your doorstep for sex. If you chose to have sex with her, you will dominate her. If you decided to keep it professional, she will dominate you.

Additionally, Eva will offer to record the encounter and if you agree, it will open up exhibitionism and voyeurism content with her in the future.

If you have transformation content enabled (why wouldn't you?), she will offer you an undisclosed temporary mod. The mod will turn you into a shemale.

3.4. DAY 4

You will receive an incoming call from your father. If you accepted the temporary mod, you will wake up still transformed.

If you are originally male, still under the effects of the temporary mod and accept the call, his reaction will vary depending on whether or not you are considered "ahead of class." If you are ahead of class, your father will be pleased and supportive. However, if you are not ahead of class, he will scold you for falling behind.

You will have the choice to stay at home or go to the gym. The best choice is to go to the gym unless you wish to avoid Diane.

Gym

As you arrive at the Gym, Diane will invite you to share a bag with her as the gym is crowded, regardless of past experiences.

If you met Diane on Day 1 and had sex with her

You can choose to share the bag or not without any changes to her affinity.

If you choose to share the bag:

- "Catch the hint" will lead to a sex scene and you will be late for class.
- "Not today" will award +5 affinity points with Diane.

If you are not transformed or if you met Diane on Day 1 and turned her down

- If you share the bag, you will get +10 affinity points with Diane.
- If you refuse to share the bag, you will get -10 affinity points with Diane.

If you are transformed with Curie's temporary mod

- If you choose to share the bag, you will get +10 affinity points with Diane.
- If you refuse to share the bag, you will get -10 affinity points with Diane.

If you choose to share the bag, Diane will figure out you are under the effects of a mod and offer sex.

- If you accept, you will get a sex scene and be late for class.
- If you refuse, you return home and wait until the transformation wears off.

Class

There will be a selection of three clubs for you to choose from: Culture, Technology, and Physical. All of them offer exclusive club activities and there is no incorrect option, so you can select the one that appeals to your interests the most or the character you wish to spend more time with.

- Culture: Jaime
- Technology: Letho
- Physical: Edward

Afternoon Activities

If you have not yet done it, open your inventory and read the strange folded note you received from your first visit to the café.

Café

You can join a group of cadets or sit alone in a corner. If you join the cadets, you will meet Valerie if you did not join the nobles for the tour.

If you choose to sit alone in a corner, Maki will approach you and offer you a special drink. If you have previously read the strange folded note, Maki will inform you that the café offers more daring services. If you choose to accept, you will be given the opportunity to have a sexual encounter with her.

Archives

When you arrive at the archives, you'll have the option to visit either the educational or leisure sections.

If you choose the educational section, you'll run into Letho and have the choice of studying alone or together. Choosing to study together is recommended if you want to build a stronger friendship with him.

If you choose the leisure section, you can choose between a casual movie or a virtual reality simulation. If you choose the virtual reality simulation, Eva will interrupt the simulation and offer to have some fun.

If you're interested in building a closer relationship with her, it is recommended to accept her offer.

Arcade

At the arcade, you can choose between competing or relaxing. If fighters is not your major, it's recommended to choose relaxation as winning the competitive game is only possible if you have chosen fighters as your major.

Opting for relaxation rewards you with 2500 credits.

If you decide to compete, you will face a challenge to defeat a mysterious masked girl. However, as mentioned earlier, this challenge is only possible if you have chosen fighter combat as your major. If that's the case, it's recommended to place a bet, as winning will reward you with the keycard to the mysterious girl's room.

Evening activities

There are two possible evening activities: Holotraining and Blind Date. However, to gain access to the Blind Date activity, you must have read Maki's strange folded note. Without doing so, Maki will not contact you.

Blind Date

There are three possible blind date outcomes:

Julianna

Julianna will be the blind date if you allowed her to join you at the atrium on Day 3.

She will state she is expecting commitment. If you decide to commit to the relationship right away, your affinity with Julianna will be set to +50 and you will get a sex scene. Consider what is implied here as if you get caught fooling around with other girls afterwards, it will be considered as cheating on her.

Diane (rejected)

If you met Diane in the elevator on Day 1 but turned her down, she will reject you and leave. Maybe you will be able to change Diane's mind if you meet her again.

Diane

Diane will be the blind date in all other cases. During the date, she will tell you that she's not ready for a serious relationship and can only offer you an open relationship.

If you accept the offer (Casual Fling), you'll get a sex scene.

However, if you tell her that you need some time to think about it (Need Time), she will be relieved, and you'll earn +10 affinity points. This is the best option if you want something more than a shallow "friends with benefits" relationship with her.

Holotraining

If you are ahead of class, Eva will ask to spend time with you. Accepting will increase your affinity with her by +25 points. Refusing will make it more difficult to pursue a relationship with her in the future.

3.5. DAY 5

If you and your date stayed at the hotel, you'll wake up together the next day. Upon leaving the hotel, a jogger will offer you a pill, introducing you to situational consumables. Your decision to take the pill or not has no significant impact on the story, as it's merely an introduction to this gameplay element. If you choose not to use the pill, it will be added to your inventory for later use.

Once in your room, you will be given the option to plan your club activity assignment or wait for class. The best choice is to start planning your club assignment.

Class

You meet Zara on your arrival. If you choose to explain yourself, you will get +10 affinity with Zara. Waiting for the group will reduce your affinity with Zara by -10 points.

Holotraining

If you are considered "ahead of class" you will get a new training scenario, otherwise a video will play.

Afternoon

The afternoon begins with one of your relationships inviting you for lunch:

- If you committed to a relationship with Julianna on Day 4's date, you will be invited by Julianna.
- If you accepted Diane's casual fling proposal on Day 4's date, you will be invited by Diane.
- If you shook Curie's hand and have positive affinity with her, Curie will join you for lunch. If you accepted to use the temporary mod on Day 3, you will get the opportunity to mention the topic. If you do so, you will raise Acceptance by 1 point.
- In all other cases, you will have lunch with Jaime.

Evening

Evening activities are separated in two main branches: Duo and Solo.

If you have lunch with Curie, Jaime or Diane, the duo evening will take you to the arcade fun night. If you have lunch with Julianna, the duo evening will be a more intimate movie night with her.

If you turn down their offer and wish to spend the evening alone, you will have the choice to go on a walk or stop by the Among the Stars café.

Solo: Evening Walk

Going on a walk will cause you to bump into Zara. If you chose to explain yourself earlier in class, she will ask you to show her around campus. If you accept, she will be more kind to you in the future. Making up an excuse and refusing will cause her to be more closed off later on.

Solo: Café

If you have met Maki before, you can choose to have a relaxing evening at the Among the Stars café. Maki will offer to walk to the dormitories together. There are a few variations based on whether you have read her note and if you accepted her blowjob on Day 4.

If you have not yet met Maki, the café first visit scene will play.

Duo: Arcade Evening

The arcade evening is a way to interact with most of the existing cast of characters. You will get to interact with Thomas, Jaime, Diane, Valerie, Edward, Letho and Maki. If you have not yet met some of them earlier in the game, this is a great opportunity to unlock their codex entries.

Duo: Evening with Julianna

Movie night with Julianna expands on your choice to commit to the relationship and provides some additional romantic content with her.

3.6. DAY 6

Day 6 begins with a surprise attack on the Academy. It is later revealed it was only a drill. Your first choice will be to choose between the elevator and the stairs. The best choice is to take the stairs.

The next choice is a major one that will influence the entire playthrough. You will stumble upon Thomas and Edward fighting and you will have to choose between joining Thomas or Edward.

Picking a side

If you choose Edward, Thomas will become your rival and word of your actions will spread. You will be seen negatively by most commoners and a relationship with Jaime will most likely be impossible.

If you choose Thomas, Edward will become your rival and word of your actions will spread. You will be seen negatively by most nobles and a relationship with Valerie will most likely be impossible.

The consequences of this choice will evolve with future content patches and may be subject to change.

Following this choice, you will make your way to a bunker and automatically unlock all potentially missing character codex entries. As the drill ends, you will be called for debriefing and meet Ann, who will review your performance during the drill and let you know your father has cut you off the family fortune and associated privileges. She will also inform you she will be your personal aide from now on.

After you leave the debriefing room and acquire your transit pass, orientation week will conclude, and you will be sent back to your apartment. From there, the game transitions to free roam gameplay and you will receive your first quest.

4. FREE ROAM

4.1. MAIN STORY

The main story begins with the quest “Reality Check”, which is automatically obtained after getting your transit pass. It serves as a starting point to the main story and thus far will only require you to find a job.

The following morning after getting a job, Eva will let you know you have received a message from Ann, summoning you to the orbital station. With your now updated travel pass, go to the Transport Hub and take a shuttle to the orbital station, unlocking fast travel in the process.

Visit Ann in her office and after a quick exchange, you will unlock repeatable events in Ann’s office, including sexual relief.

The following day, “Reality Check” is automatically completed and the quest “Campaign: Act 1” begins. Eva notifies you there is a class test today. Head to class and choose to take the test to continue. The test simulation will be hacked by unknown hostiles and you will be asked to stay quiet about the incident for the time being.

After you have spent at least 15 days at the academy and experienced the hack, during one morning Eva will notify you your father is about to arrive at the Academy. He’ll review your choices up to now and also comment if you show up while transformed. If you have lost the bet to the arcade girl during orientation, Stella will appear and the promise will be fulfilled if the father is not too angry towards you.

The main story will continue in future versions.

5. LOCATIONS

This section covers random events or triggered events that can happen in specific locations. We do not cover filler scenes in the walkthrough as they are not essential to the plot.

For character related events, please see the encounters subsection pertaining to that character under section 6 “Characters” below.

5.1. DOWNTOWN – MALL - CASTELLI

Castelli is the number one luxury brand in the Starwatch universe. Gameplay wise, this store is a reward for our patreon supporters. To access the store, you will be prompted to enter a password. The password is available on our patreon page and will be changed from time to time.

5.2. COMMONS - CAFÉ

If you obtain and wear either the schoolboy or schoolgirl outfits from Castelli, going to the café and choosing the “Sit in a quiet corner” option gives access to two new scenes.

5.3. RED LIGHT DISTRICT – NIGHTCLUB

The nightclub is as you may expect among the best places to find sexual partners of all kind. Although you will regularly find the main cast of characters there (check the schedule to know when they are at the nightclub), the nightclub also offers more peculiar encounters with side characters.

Currently, there are two quests you can start at the nightclub. If you visit the nightclub in the evening or in the night and go to the bar, you will have an option to ask for another drink.

Asking for another drink opens two possible pathways:

- If you look like a woman, a young noble will attempt to seduce you.
- If you look like a man or androgynous, a socialite will attempt to seduce you.

Each of these two encounters are separate. If you want to experience both, you can use temporary mods to get the appropriate body type.

5.4. RED LIGHT DISTRICT – ECLIPSE GALLERY

On your second visit to Eclipse Gallery, also known as the adult store, Eris will offer the player to participate in the trial of new products.

If you refuse, you can always accept her offer at a later point.

5.5. NOVARIS PLAZA – GENEFORGE LABS

After getting a job at GeneForge Labs and choosing to work, Dr. Daniella will show up and offer you to work for her.

If you accept her proposal, you will go with her to a more advanced lab and can play or skip the minigame tutorial. The minigame provides more money than the default job.

If you refuse, you will receive access to her lab if you wish to accept her proposal at a later point.

6. CHARACTERS

This section focuses on progression and encounters with characters after you have completed orientation week. For all events that happen prior, please check the orientation week section.

6.1. SCHEDULE OVERVIEW

Characters follow a specific schedule over a week. Below is the location of each character per day as of the current patch.

Monday 5 Jun	Tuesday 6 Jun	Wednesday 7 Jun	Thursday 8 Jun
Morning - Cafeteria ⌚8:00 Character: Jaime	Afternoon - Gym ⌚14:00 Character: Diane	Morning - Cafeteria ⌚8:00 Character: Letho	Afternoon - Gym ⌚14:00 Character: Edward
Afternoon - Clinic ⌚14:00 Character: Ann	Evening - Arcade ⌚18:00 Character: Curie	Afternoon - Clinic ⌚14:00 Character: Valerie	Afternoon - Archives ⌚14:00 Character: Maki
Evening - Cafe ⌚18:00 Character: Edward & Valerie	Night - Nightclub ⌚22:00 Character: Edward	Afternoon - Archives ⌚14:00 Character: Julianna	Evening - Arcade ⌚18:00 Character: Jaime
		Night - Nightclub ⌚22:00 Character: Diane	Night - Nightclub ⌚22:00 Character: Thomas
Friday 9 Jun	Saturday 10 Jun	Sunday 11 Jun	
Morning - Cafeteria ⌚8:00 Character: Diane	Morning - Cafeteria ⌚8:00 Character: Thomas	Afternoon - Clinic ⌚14:00 Character: Edward	
Afternoon - Clinic ⌚14:00 Character: Curie	Afternoon - Archives ⌚14:00 Character: Letho	Afternoon - Archives ⌚14:00 Character: Zara	
Evening - Cafe ⌚18:00 Character: Ann	Night - Nightclub ⌚22:00 Character: Valerie	Evening - Arcade ⌚18:00 Character: Maki	
Night - Nightclub ⌚22:00 Character: Jaime		Night - Nightclub ⌚22:00 Character: Letho	

6.2. ANN

SCHEDULE

- Monday Afternoon: Clinic
- Friday Evening: Café

RELATIONSHIP

Complete the second task of the “Reality Check” quest to receive access to repeatable actions with Ann, including “stress relief”. This is mandatory before any relationship path can begin.

Starting on Day 15, if you are not in a committed relationship with Julianna, Ann will offer you to join her for a picnic in one of the parks. Attending the date will reward +5 relationship points.

ENCOUNTERS

CAFÉ

You can have a nice chat with Ann and notice Maki appears to be jealous. Each encounter will provide one affinity point, up to friend status.

CLINIC

Ann will mention you shouldn’t worry about mods yet, but also reveal she is looking to get some for herself. Each encounter will provide one affinity point, up to friend status.

ANN’S OFFICE

You can visit Ann once a day, except in the night, to interact with her or receive stress relief. Each encounter will provide one affinity point, up to friend status.

6.3. CURIE

SCHEDULE

- Tuesday Evening: Arcade
- Friday Afternoon: Clinic

RELATIONSHIP

As you enter free roam, the following relationship statistics are set:

- If you shook Curie's hand and had sex with her on Day 1: In relationship and +25 Curie Submission.
- If you shook Curie's hand, turned her down on Day 1 and accepted to use the temporary mod on Day 3: In relationship and +25 Curie Domination.

ENCOUNTERS

APARTMENT

If you are in a relationship with Curie, you will be able to invite her to your apartment from your living room's intercom. Each time you invite Curie, you will raise her affinity by 1 point, up to a maximum of 25 points to achieve the "Friend" status.

Depending on the kind of relationship you share with her, there are differences, which will be highlighted below.

CURIE IS SUBMISSIVE

If Curie is submissive, you will be able to play with her as you choose. Currently, you can choose to engage in sweet cuddles, receive a footjob, or a blowjob/pussy licking.

CURIE IS DOMINANT

If Curie is dominant, you are going to be her favorite play toy. Currently, she will ask from you to either give her a massage, worship her high-heels, or worship her feet. If you choose to worship her, you will be offered a footjob as a reward.

ARCADE

If Curie's submission score is at least 25, she will offer to service you in a quiet corner. Otherwise, you can have a friendly chat or will be ignored if still seen negatively by Curie. Each encounter will provide one affinity point, up to friend status.

CLINIC

If Curie's domination score is at least 25, she will strongly suggest that you have sex with her in a private booth. If you accept, she will ride you. Otherwise, you can have a friendly chat or get ignored if still seen negatively by Curie. Each encounter will provide one affinity point, up to friend status.

6.4. DIANE

SCHEDULE

- Tuesday Afternoon: Gym
- Wednesday Night: Nightclub
- Friday Morning: Cafeteria

RELATIONSHIP

As you enter free roam, the following relationship statistics are set:

If you had sex with Diane on Day 1 after turning down Curie or if you accepted during the date on Day 4 to define your relationship as an open one/casual fling, your relationship with Diane will be set as a sex friends type of relationship.

After you have spent at least 20 days at the academy, Diane will call you and ask to hang out in the evening. If you accept, you'll join her on a date. As you head back to the dorms, she will confess she's willing to give a proper try to a relationship with you. Completing the date will award you with 5 relationship points.

ENCOUNTERS

CAFETERIA

You'll find Diane eating an unhealthy amount of food. Her reaction to joining her will slightly differ based on your relationship. Each encounter will provide one affinity point, up to friend status.

GYM

If you are neutral or in a relationship with Diane and choose to join her, she will offer to train together either with weights or do some cardio. Once done, she will offer you to have a private "workout" in the instructor's break room. Each encounter will provide one affinity point, up to friend status.

If you are seen negatively by Diane (unfriendly) because you shot down her offer on Day 1, the Cardio and Weights buttons will trigger special scenes where you can compete with Diane. Competing with her will raise her "Redemption" attribute by 1 point. Collecting enough redemption points will allow you have a fresh start with her. The attribute will become visible in Diane's codex entry in a following update when the redemption path is available.

NIGHTCLUB

Going to your private booth when Jaime is around the night club will prompt her to approach you, provided your affinity status at least neutral.

You will have the opportunity to allow her to join you. Each encounter will provide one affinity point, up to friend status.

6.5. EDWARD

SCHEDULE

- Monday Evening: Café
- Tuesday Night: Nightclub
- Thursday Afternoon: Gym
- Sunday Afternoon: Clinic

RELATIONSHIP

Not yet implemented.

ENCOUNTERS

CAFÉ

You will find Edward and Valerie sitting together at the café. If Edward is unfriendly, things will not go well, otherwise you will join them and have a nice chat.

CLINIC

Approaching Edward can be done regardless of your affinity with him. If you are seen negatively, he will barely bother talking with you. If you are neutral or friendly with him, you will learn he needs to have weekly shots and see him walk unsteadily. Each encounter will provide one affinity point, up to friend status.

GYM

Choosing the Cardio or Weights option while Edward is at the Gym will allow you to have quick chat with him before your workout if you are on neutral or good terms with him. Each encounter will provide one affinity point, up to friend status.

Otherwise, he will storm out of the gym, still unwilling to even be in the same room as you.

NIGHTCLUB

Going to your private booth when Edward is around the night club will prompt him to approach you, provided your affinity status at least neutral.

You will have the opportunity to allow him to join you. Each encounter will provide one affinity point, up to friend status.

SCHEDULE

None for now.

RELATIONSHIP

The prerequisite to starting a relationship with Eva is to accept to visit her simulation and complete enough activities with her inside the simulation to reach “Friend” status.

Upon reaching “Friend” status, Eva will let you know she’s looking forward to your next visit, and upon doing so, you will discover she has been expanding the simulation. You will get kicked out while she finishes it, and upon returning, a Beach House option will now be available from the beach.

You can engage in hot tub activities or bedroom activities. After choosing to have bedroom sex for the first time, a special event causes Eva to confess to you and you will have the option to either kiss her or leave.

Leaving is a **final and irreversible choice** that will permanently end any interactions with Eva beyond professional reasons. You will also lose access to the simulation.

Kissing her allows you to start a relationship with her and earn 25 relationship points.

ENCOUNTERS

ARCHIVES

If your affinity with Eva is at least “Friendly”, you will learn she is working on a holodeck simulation of her own, inspired by you.

6.7. JAIME

SCHEDULE

- Monday Morning: Cafeteria
- Thursday Evening: Arcade
- Friday Night: Nightclub

RELATIONSHIP

Starting a relationship with Jaime has a few requirements:

- You need to have completed orientation.
- Chose to side with Thomas during the drill.
- Not yet be in a committed relationship.
- Have at least 10 affinity points with her.
 - o If you need affinity points with Jaime, you can complete any of the repeatable encounters below.

Once you have met all criterias, meet her at the cafeteria on any Monday and new dialogue options will be available. She will try to ask you out on a date but struggle to do so. To trigger the date, choose the “Ask first” option. The date is progressive and award relationship points as you complete activities with her throughout the day.

Spending the entire day with her will award a total of 15 relationship points.

ENCOUNTERS

ARCADE

Interacting with Jaime at the arcade will allow you to have a friendly match on a racing game. Each encounter will provide one affinity point, up to friend status.

CAFETERIA

You can have a cute interaction with her. Each encounter will provide one affinity point, up to friend status.

NIGHTCLUB

Going to your private booth when Jaime is around the night club will prompt her to approach you, provided your affinity status at least neutral.

You will have the opportunity to allow her to join you. Each encounter will provide one affinity point, up to friend status.

6.8. JULIANNA

SCHEDULE

- Wednesday Afternoon: Archives

RELATIONSHIP

If you accepted to enter a relationship with Julianna at the date on Day 4 and had sex with her, you will be considered as in an early relationship as you enter free roam.

Currently, there is no alternative route to start a relationship. For the time being, if you are interested in Julianna, make sure to attend the date with her on Day 4 and have sex.

Julianna's relationship continues after you have spent at least 20 days at the Academy. You will receive a call and she will ask you to join her on a fancy date in the evening.

Accepting starts the quest "Supremacy". You are given some time to be able to go shopping if you wish to dress for the date or mod yourself. After reaching the evening, go to the transport hub and a "Wait for Julianna" button will be available. Clicking on the button will start the date.

Completing the date will reward 10 relationship points.

Missing the date is considered a failure and will cause the quest to end and any chance at a romantic relationship to be terminated.

ENCOUNTERS

ARCHIVES

If you are in a relationship with Julianna, you will get to spend some time together and share a kiss. Otherwise, you will have a nice and chill moment together.

6.9. LETHO

SCHEDULE

- Wednesday Morning: Cafeteria
- Saturday Afternoon: Archives
- Sunday Night: Nightclub

RELATIONSHIP

Not yet implemented.

ENCOUNTERS

ARCHIVES

You will find Letho deep into reading a pile of books about old styles of encryption as he tries to figure out the key to the rebellion's communication codes.

CAFETERIA

Approaching the timid cadet will go as well as you can expect, but eventually you manage to manage to have a small conversation with him.

NIGHTCLUB

In your private booth on Sunday night, you will have the opportunity to invite Letho to join you. On the first encounter, a mysterious benefactor will offer you an unknown mod and a cryptic letter.

Three options are available and will shape the immediate future of your interactions with Letho.

- Encourage will lead Letho to be more accepting of being transformed and generally more submissive towards you.
- Pressuring him will make Letho reluctant of being transformed and will require you to act more dominant to have your way with him.
- Declining the gift leave him as is for the time being. You will have future opportunities with Letho if you want to.

SCHEDULE

- Thursday Afternoon: Archives
- Sunday Evening: Arcade

RELATIONSHIP

The prerequisite to begin a relationship with Maki is to complete the “Secret Desires” quest and accept her secret.

ENCOUNTERS

APARTMENT

If you are in good standing with Maki, you will be able to invite her to your apartment from your living room’s intercom. Each time you invite Maki, you will raise her affinity by 1 point, up to a maximum of 25 points to achieve the “Friend” status.

ARCHIVES

Currently, Maki will tell you about her favorite anime and play a VR game with you.

ARCADE

Currently you can share a moment of mostly silent companionship.

6.11. STELLA

Stella is a side character whom is for the most part exclusive to the fighters major.

The first opportunity to meet Stella is on Day 4's afternoon. If you go to the arcade and choose to play a competitive game, you will have the opportunity to bet against a mysterious girl.

Winning is only possible if you chose fighters as your major, and you will obtain her apartment's access card. If you didn't choose fighters as your major and still chose to bet, she will show up later in the game during one of your father's visits.

If you chose fighters as your major and didn't win against Stella on Day 4, she will be once again available at the arcade until you win.

With her keycard in possession, head to the dormitories and you will have an option to access her apartment.

6.12. THOMAS

SCHEDULE

- Thursday Night: Nightclub
- Saturday Morning: Cafeteria

RELATIONSHIP

Not yet implemented.

ENCOUNTERS

CAFETERIA

If you are not on unfriendly terms with Thomas, you will have the opportunity to join him. The first time, he will thank you for standing up for the commoners during the drill and comment about Zara. In subsequent interactions, you share a conversation.

NIGHTCLUB

Going to your private booth when Thomas is around the night club will prompt him to approach you, provided your affinity status is at least neutral.

You will have the opportunity to allow him to join you. Each encounter will provide one affinity point, up to friend status.

SCHEDULE

- Monday Evening: Café
- Wednesday Afternoon: Clinic
- Saturday Night: Nightclub

RELATIONSHIP

Valerie is likely the easiest character out of all to have a relationship with. There are no requirements and siding with Thomas during the drill will not prevent you to start a relationship with her.

After you have spent at least 20 days at the academy, she will contact you and ask you on a date to talk about mutual “benefits”. If you accept, you get +5 relationship points with her and attend the date.

If you refuse, there will be another opportunity in a future patch to start a relationship.

During the date, she will mention she’s alright with the relationship being somewhat open and you will be able to choose to accept or refuse her proposal.

If you accept her proposal, you get another +5 relationship points increase and Valerie’s affinity is forcefully set to 25 (Friend status) if you were not already at 25 affinity. Obviously you also get a girlfriend.

If you refuse her proposal, she will be upset and another opportunity will be given in a future patch.

ENCOUNTERS

CAFÉ

You will find Valerie accompanied by Edward. If you are on neutral or good terms with Edward, you will share a conversation, otherwise Edward will get upset at your presence and you will be tucked away in a private booth by Maki to prevent a fight from breaking out.

CLINIC

You will discover Valerie regularly visit the clinic to refresh her Crystallize mod, a cheaper, time limited variant of the Perfection mod.

If you have used the perfection mod you have received in orientation week on yourself, Valerie will compare her mod to yours.

NIGHTCLUB

Going to your private booth when Valerie is around the night club will prompt her to approach you, provided your affinity status at least neutral.

Should you accept to let her join you, you can accept sexual relief or to simply have a chat.

SCHEDULE

- Sunday Afternoon: Archives

RELATIONSHIP

To obtain the requirements to start a future relationship with Zara, go to the leisure wing of the archives and watch an adult movie. Choose to open the door to be caught watching porn by Zara. Unexpectedly, she will tease you and give you a keycard to her personal apartment.

You will receive the quest “Diplomatic Relations”, which based on your choices will allow you to enter an early relationship with her, should you want to.

ENCOUNTERS

ARCHIVES

If you choose to watch an adult movie at the leisure wing, you will get the feeling someone is waiting behind your locked door. If you choose to open the door, you will come face to face with Zara, feeling oddly compelled to follow any of her instructions.

She will give you a keycard to her personal apartment, teasing you about what could happen next if you accept her offer. This will start the quest “Diplomatic Relations”.

Otherwise, you can find Zara at the archives every Sunday afternoon. Each interaction will award one affinity point, up to friend status.

ATRIUM

You will occasionally find Zara at the atrium and be able to sit down for a moment with her. All interactions will award one affinity point, up to friend status.

POST-CLASS ENCOUNTERS

After attending class **in the morning**, be it supporting classes or main training, Zara will offer unique encounters. These interactions will award one affinity point, up to friend status.

7. QUESTS

7.1. REALITY CHECK

This quest automatically begins as soon as you enter free roam mode and serves as the first quest of the main campaign.

Your first task in this quest is to find a job. To fulfill this task, sign up for any of the three currently available jobs at Novaris Plaza.

Once you have found a job and sleep to move to the next day, Eva will let you know you have received a message from Ann requesting you to join her aboard the orbital station. As your transit pass is automatically upgraded, you will now have the option to use a shuttle from the Transport Hub to reach the station.

Once aboard, you will unlock fast travel to the orbital station. Go to Ann's office and she will inform you she is from now on your personal assistant and will pretty much do whatever you want.

Following this initial encounter, you will unlock various interaction with her, including sexual relief. Each interaction with her will slowly raise her affinity.

The quest automatically ends the following day and the story continues with the quest "Campaign: Act 1."

7.2. DIPLOMATIC RELATIONS

To start this quest, go to the leisure wing of the archives and watch an adult movie. You will be offered the option to open the door and if you do so, Zara will tease you and give you an access card to her apartment. Afterwards, you will be able to enter Zara's apartment from the dormitories and listen to her offer.

If you refuse, you will lose access to Zara's apartment and the quest will end. If you are not interested in Zara, or not yet, this is the option you should choose. You will have another opportunity to start a relationship with her later in the game.

If you accept, you will start an early relationship with Zara and get your first sex scene with her. The next morning (or later if you have other quests waiting for an update in the morning), Zara will invite you to join her at the Among the Stars café.

Visit the café whenever it is open and you will have the option to join Zara, with the ability to receive a blowjob in semi-privacy from her. If you refuse, no worries, you can always do it later.

This quest will continue in future versions.

7.3. THE SOCIALITE

To begin this quest, you need to have a male or androgynous body type. If your current unmodded body type is female, you can use the Harmony temporary mod to interact with the socialite.

Visit the HIVE Nightclub in the evening or night and get another drink at the bar. A brazen young woman will join you and attempt to seduce you.

Currently, you can meet her a few times at the bar to learn more about her. After a few meetings, she will offer to spend the night together at her place.

The quest will continue in the next versions.

7.4. A NOBLE ESCORT

To begin this quest, you need to have a female body type. If your current unmodded body type is male or androgynous, you can use the Amazonia or Alice temporary mods to interact with the noble.

Visit the HIVE Nightclub in the evening or night and get another drink at the bar. A noble will offer you a drink and attempt to seduce you.

Currently, you can meet him a few times at the bar to learn more about him. After a few meetings, he will offer to spend the night together at his place. If you have a penis, he will notify you he isn't into it and will offer you to use a temp mod to have a vagina.

The quest will continue in the next versions.

7.5. SECRET DESIRES

To begin this quest, you need to have read Maki's strange folded note in your inventory. You will have received this note during your first visit to the Among the Stars café.

Once in freeroam and if you have read the note, you will have access to the "Private Booth" option. Maki will offer sexual services. To begin the quest, choose the "Handjob" option and choose the "Touch" option in the following sex scene.

To continue the quest, you need to wait one ingame day and return to the café's Private Booth. Maki will reveal her secret, and you will be able to choose to accept it, or refuse it.

Accepting her secret will allow you to pursue a relationship with her later on. Refusing will make it impossible to pursue a relationship and will also disable all sexual content with Maki as this choice is considered a content flag by the game.

7.6. PANDORA'S BOX

This quest will automatically trigger when going to sleep, however other quest triggers may take priority so you may need to wait a few days before this one is triggered.

Eva will notify you she has completed enough of her VR simulation to be comfortable inviting you in it. You can accept and enter the simulation immediately or decline and visit it at a later point. The choice is here for convenience and has no impact on the game.

Visiting Eva's simulation is done through intercom options from the apartment's living room.

On your first visit to her simulation, Eva will give you a tour. After the tour is complete, you can visit the simulation whenever you want from the intercom.

Further visits to the intercom will allow you to perform actions that raise Eva's affinity, up to four points per day and up to Friend status.

Once you reach 25 affinity points and have spent at least 20 days at the academy, Eva will notify you in the hints that she's looking forward to your next visit. Upon visiting the simulation again, you will be introduced to the beach house and kicked out of the simulation while she finishes it.

After you return to the simulation, the beach house is now available in the navigation options, and you can choose to spend time with Eva in the hot tub or have sex in the bedroom.

To continue the quest, you need to have sex in the bedroom and after having sex for the first time, you will ask Eva to clarify her intents.

The scene gives you two choices, which is to kiss her or leave.

Leaving is a final and irreversible choice that will permanently end any interactions with Eva beyond professional reasons. You will also lose access to the simulation and the quest will end.

Kissing her allows you to start a relationship with her or stay as sex friends. The quest will continue in future versions.

7.7. SUPREMACY

This quest starts after accepting Julianna's fancy date. As it starts in the morning, the purpose is to give you enough time to go shopping for clothes or buy a mod if you wish to attend the date while transformed.

After reaching the evening, go to the transport hub and a "Wait for Julianna" button will be available. Clicking on the button will start the date.

Missing the date is considered a failure and will end the quest to end and any chance at a romantic relationship to be terminated.

The quest will continue in future versions.