



# STARWATCH ACADEMY

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**Official Walkthrough**

**V0.2.5**

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## 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

Shake Curie's hand:

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

Ignore handshake:

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

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 choose to shake Curie's hand, it will allow you to pursue a 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.**

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 permanently preclude any possibility of forming a 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. The best choice is to accept her company. Doing so will increase your affinity with her by 25 points.

#### 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 had sex with Diane on Day 1. This is because Maki wants to offer a counterpoint to Diane's open relationship.

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 +25 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**

If you shook Curie's hand on Day 1, Diane will be the blind date. 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.