



# STARWATCH ACADEMY

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**Official Walkthrough**

**V0.3.1**

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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**

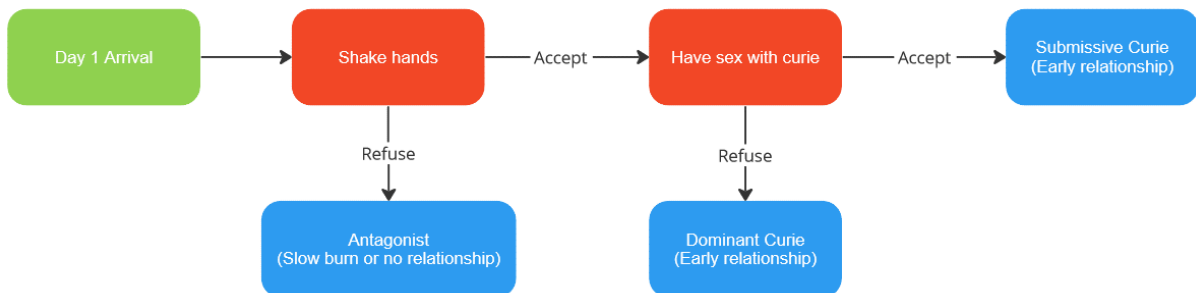
Becoming a Lover is the ultimate stage in a relationship. Upon achieving maximum affinity and engaging in romance with the character, an event will trigger that allows you to take the final step and enter the Lover status permanently.

### 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

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 main story will continue in the following updates.

## 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.

## 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		Afternoon - Archives ⌚14:00 Character: Julianna	Evening - Arcade ⌚18:00 Character: Jaime
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	Evening - Arcade ⌚18:00 Character: Maki	
Evening - Cafe ⌚18:00 Character: Ann			

## 6.2. ANN

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### SCHEDULE

- Monday Afternoon: Clinic
- Friday Evening: Café

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### RELATIONSHIP

Not yet implemented.

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### ENCOUNTERS

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#### CAFÉ

You can have a nice chat with Ann and notice Maki appears to be jealous. This story will continue in the next versions.

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#### CLINIC

Ann will mention you shouldn't worry about mods yet, but also reveal she is looking to get some for herself. This story will continue in the next versions.



## 6.3. CURIE

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### 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.

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### ENCOUNTERS

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#### 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.

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#### 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.

## 6.4. DIANE

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### SCHEDULE

- Tuesday Afternoon: Gym
- Friday Morning: Cafeteria

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### 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.

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### ENCOUNTERS

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#### CAFETERIA

You'll find Diane eating an unhealthy amount of food. Her reaction to joining her will slightly differ based on your relationship.

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#### 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.

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 the next update.

## 6.5. EDWARD

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### SCHEDULE

- Monday Evening: Café
- Thursday Afternoon: Gym
- Sunday Afternoon: Clinic

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### 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.

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#### 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.

---

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

## 6.6. EVA

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### SCHEDULE

None for now.

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### RELATIONSHIP

Not yet implemented.

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### ENCOUNTERS

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### 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. This story will continue in future versions.

## 6.7. JAIME

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### SCHEDULE

- Monday Morning: Cafeteria
- Thursday Evening: Arcade

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### RELATIONSHIP

Not yet implemented.

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### ENCOUNTERS

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#### ARCADE

Interacting with Jaime at the arcade will allow you to have a friendly match on a racing game.

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#### CAFETERIA

You can have a cute interaction with her.

## 6.8. JULIANNA

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### SCHEDULE

- Wednesday Afternoon: Archives

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### 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.

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### ENCOUNTERS

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#### 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

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### SCHEDULE

- Wednesday Morning: Cafeteria
- Saturday Afternoon: Archives

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### RELATIONSHIP

Not yet implemented.

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### ENCOUNTERS

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#### 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.

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SCHEDULE

- Thursday Afternoon: Archives
- Sunday Evening: Arcade

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RELATIONSHIP

Not yet implemented.

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ENCOUNTERS

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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.

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ARCHIVES

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

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ARCADE

Currently you can share a moment of mostly silent companionship.



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SCHEDULE

- Saturday Morning: Cafeteria

---

RELATIONSHIP

Not yet implemented.

---

ENCOUNTERS

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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.

---

SCHEDULE

- Monday Evening: Café
- Wednesday Afternoon: Clinic

---

RELATIONSHIP

Not yet implemented.

---

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.

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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.

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SCHEDULE

None for now.

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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.

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ENCOUNTERS

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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”.

## 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.

Currently the only 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.

This quest will continue in a next version.

### 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. This quest will continue in a next version.