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Game: AI: Somnium FilesPeripherals: -Time up to 100%: 20-30 hours (heavily dependent on reading skills and how much you explore additional things). Complexity: 2/10 Achievable trophies: No, there is a chapter to choose from. Author: SeanThanks to: @RealTurniplord - for help with The Wanderer. Welcome to the trophy guide for AI: Somnium Files. It can also be considered a step-by-step guide and can be used for PlayStation 4, Xbox One and Steam. The achievements for Steam and Xbox are almost always the same as the PlayStation 4 trophies. The roadmap is shown in the stages below. Follow us on Twitter for the latest news and prizes. Edit Comments Share Okiura Fisheries Cold Storage Warehouse Oma MatsushitaIris SaganBloody Polar Bear PSYNICIN' in SWaIk! is a dreamworld featured in AI: Somnium Files based on Okiura Fisheries Cold Storage. This is the world of Somnia, created by Oma Matsushita's dream by the Psync system. The Advanced Brain Investigation Squad investigated his Somnium to obtain evidence of the abduction and attempted murder of Iris Sagan. The story (edited by editing source) TBA Mental Locks (edited by editing source) Mental Lock #1 edit source Ep 1: Charge Forward! Protect the route! (edit and edit source) TBA Mental Lock #2 edit source A:Ep 2: Shining Light! Accompany him to the green shelf! (edit and edit source) TBA B:Ep 2: Shining Light! Accompany him to the red shelf! (edit and edit source) TBA Psychic Lock #3 'edit source' A:Ep 3: Counterattack ignited! Move the wooden box! (edit and edit source) TBA B:Ep 3: Counterattack ignited! Turn on the electricity! (edit and edit source) TBA Mental Lock #4 Edit Source A:Final Ep: Brave Hero! Disarm the enemy! (edit and edit source) TBA A:Final Ep: Brave Hero! Is the true identity revealed? (edit and edit source) TBA Objects of Interest (edit source editing) Like every standard Somnium, this level is divided into different mental locks, four in total. Only one choice on locking is needed to move forward, making it one of the fastest Somnium to clean up. To balance, all options take a staggering amount of time that is within three digits, meaning that efficiency with TIMIEs and the right choice has to be made. The exception is Iris, which contains only a few seconds to choose from, and gives out useful TIMIE for use. Object Description Availability Action Cost TIMIE Effect Ice Floor Frozen puddle of water lying on the floor, right between Eta and Bloody Polar Bear. If Oma tries to run to the bear with the floor in this state, he will slip and Lock #1 slide 105s Random Details: Trying to slide on the ice will have Aiba do some figure skating poses as she glides around. The date names her Yuri Katsuki for her various movements, and once she finishes her skating with Eros!, the ice breaks under her. The date says her moves will score high, but Aiba Aiba that it would be perfect with a black bodysuit to match Yuri. Date claims that maybe next time she can do Javier Fernandez's routine. With the path cleared, Aa charges forward and tackles the polar bear to the floor. This action unlocks the mental lock #1! Punch 105s Random Detail: Having Aiba kick ice will have her exclaiming out loud in revenge for the date as she punches through the ice three times. The third time the ice breaks, leaving only a confused date about what ice may have done against it. With the path cleared, Aa charges forward and tackles the polar bear to the floor. This action unlocks the mental lock #1! Go 100s Random Details: Jumping will cause Aiba to slip and break the ice on the floor, making date laugh at her mistake. With the path cleared, Aa charges forward and tackles the polar bear to the floor. This action unlocks the mental lock #1! Lie Down 115s Random Details: Having Aiba lie on the floor for a long period of time will eventually melt the ice on the floor. Aiba exclaims Cowabunga in surprise, and Date asks her how hot she really is. With the path cleared, Aa charges forward and tackles the polar bear to the floor. This action unlocks the mental lock #1! Plate (A) stove on a shelf that is frozen. It's a sign denoting Columnn A on the green shelf. Locks #2and #3-4 in branch B Punch 105s (30) Detail: Trying to break through the plate fails. Aiba claims that this is because it used only 92% of its power, but Date indicates how close this number is to 100%. Wipe 120s Random Details: Aiba tries to rub the plate vigorously, but nothing happens. She notes, however, that she can see something beyond a sheet of ice. Breathe in 200s 1/6 In Mental Lock #2: Detail: Trying to Breathe on It Will Cause Frost magically soaking in the shower light, revealing the set logo instead of the standard shelf logo. With a glimpse of the letter of the A-set, shiny in the room, Oma rushes to the stove to avoid the blow of the polar bear, who knocks down the wooden box on impact. Oma claims that he would be dead if it were different, but that the next time a criminal attacks, he won't survive. This action unlocks the Mental Lock #2 Route A! 1/3 In psychic locks #3-4 in Branch B: Detail: Trying to breathe on it will cause frost magic soaking, revealing the logo of the shelf. The date wonders if this is a reference to something, but Aiba becomes aggressive as she declares that there is no point to it. Plate B cooker shelf, which is frozen. It's a plate denoting column B on a green shelf. Locks #2 Punch 105s Random Details: Trying to punch the plate will have Aiba and date conducting a comedy routine in which Aiba hits the plate twice, saying: Hey, hey. Are you upset?, while Date replies: I'm not upset. The procedure is repeated and the third time, both performers only state half their lines. Wipe 105s Random Details: Aiba tries to rub the frost off the plate, but nothing happens. Breathe in 200s Random Details: Trying to Breathe on It Will Cause Frost magically soaking, revealing the logo of shelves B. Date comments on how he would be happier to see A D instead. Plate (C) stove shelf that is frozen. This is a C-labeling plate on a green shelf. Locks #2 Punch 105s Accidental detail: Aiba tries to make a rocket attack on the shelf of the plate, but gives no results. Date and Aiba briefly argue about whether she has or will ever have a missile strike feature mounted on her. Wipe 120s Random Details: Aiba tries to rub the frost off the plate, but nothing happens. Breathe in 200s Random Detail: Trying to breathe on it will cause frost magic soaking, revealing the C shelf logo. The date meets the pun I see. Plate D cooker shelf that is frozen. It's the only plate that's on a lonely shelf all over the room. Locks #2 Punch 105s A random detail: Trying to punch the plate will yield no results as Aiba just punches through the frost. The date suggests she might have worked better if she had shouted a name move when she struck, but Aiba's comments that while she thought about it, this particular TV trail became less popular. Wipe 120s Random Details: Aiba tries to rub the frost off the plate, but nothing happens. Breathe in 200s Random Details: Trying to Breathe on It Will Cause Frost's Magical Soaking, revealing the D. Date shelf logo comments on how he prefers Fs over Ds before discussing how there seems to be nothing to mention on this shelf. Oil drum barrel oil drum, lying on the side of shelf D on the left. It is labeled as an acetone barrel. Locks #2and #3-4 in the branch Fill 135s Random Details: Having Aiba enter the oil drum will have her exclaim about how the war has changed, and that cardboard box will fit the mood better. The date examines the effects of the war changing with cardboard boxes and oil barrels, commenting that it will be peaceful. Smell 115s Random Details: Having Aiba smell the oil drum will have her pick up the smell of rotten fruit inside. They both wonder if the barrel was filled with fruit or something that smelled like fruit. Roll 180s 1/6 In Mental Lock #2 Detail: Attempting to roll the drum will cause it to fall to the floor and roll back, showing the words ACETONE and A-SET on the side to which A's A-SET begins to glow as it changes to the A-set logo itself. With a glimpse of the A-set, shiny on the room, Oma rushes to a nearby red shelf to avoid being hit by the Polar Bear, who knocks down the remote control on impact. Oma states that he cannot cower to his This action unlocks the mental #2 route B! In Mental Locks, #3-4 in Branch A: Detail: Trying to roll the drum will cause it to fall to the floor and roll back, showing the words ACETONE and A-SET on the side, baffling Aibu. Loader loader lying in the corner of the room green shelves. All locks (except #4 A) Push 130s Random detail: Trying to push the loader will not yield any results. Aiba comments that vehicles such as this loader should have been driven, not jostling. Pray 160s random details: Trying to pray the loader to activate will not yield any results. The date comments that Aiba should not be to taste Oma, which she considers terrible. Sortie 140s 1/7 1/3 In Psychic Locks #1-2 and #3-4 in Branch B: Details: Sortie will lead to Aiba activating the loader for attack in order to help Oma in his fight against the polar bear, to Aiba's displeasure. Once active, the loader will move forward before reversing in time to its original position. The date notes that this may be due to the fact that this result is unacceptable at the moment. In Mental Lock, #3 Branch A: Detail: Sortie will cause Aiba to activate an attack loader to help Oue in his fight against the polar bear, much to Aiba's displeasure. Once active, the loader will push the wooden box in front of him towards Oma. This action unlocks Mental Lock #3A! Frozen loader Frozen loader, similar to another loader in the warehouse. The wheels on the loader are frozen from the cold. All Push 130s locks Are a random detail: Trying to push the loader will not yield any results, due to the sharp difference in size between it and Aiba. She then states that all she needs to do is get more by collecting the power of the Earth!, to get the giant formation. The date seemingly gets what she's trying to say, but insists they're trying another option rather than. Pray 160s random details: Trying to pray the loader to activate will not yield any results. Aiba comments that perhaps it should set in motion for a few episodes before the machine can start functioning. Sortie 140s Random Details: Trying to activate the loader, in order to match Oma's fantasy as the date puts it, will eventually yield no results, since the frozen loader is no longer functioning. Energy Board Power Board Warehouse. It contains switches that control electronics and indoor temperature. Lock #3 B Jump 100s Random Detail: Attempting to jump will not yield any results, as Aiba's jump barely lifts her off the ground. She tries to do a sailing jump and then just swim, but neither of these two works. Pray 160s Random Details: Trying to Pray Power Panel to Move Switch Not No results. Despite this, Aiba gleefully declares that miracles and magic are real that Date immediately knocks down. Throw Something 240s 1/7 Detail: Aiba Raises Raises ice ball off the floor, calling it icy before aiming at the switch. She repeats the phrase Target Position in the center and hits the switch to herself, and after being thrown, the ice ball flips the switch, activating the remote control. This action unlocks the Mental Lock #3 Route B! Eta Eta Matsushita, backed up to the corner after a polar bear attack. He needs motivation to back off. Lock #4 only encourage? Detail: Trying to encourage Oudu will result in Aiba praising him as very cool. Thinking that her voice is a ghost from his own conscience, Oma declares himself cool as he stands up in front of a polar bear, saying: From now on, this is my scene! This opens up a psychic lock #4, either a branch or a B branch, awakening Oma from his dreams! Cheer? Detail: Trying to cheer Oma up will cause Aiba to pose as Stone Ryder as she tells him to understand iris's world. Thinking that her voice is a ghost from his own conscience, Oma decides that he cannot sacrifice Thesa and stands up, in front of the polar bear, saying: Awaken the soul! This opens up a psychic lock #4, either a branch or a B branch, awakening Oma from his dreams! Motivate? Detail: Trying to motivate Otu will result in Aiba announcing that he must stand up and be brave, saying he will be rewarded. Thinking that her voice is a ghost from his own conscience, Oma decides that he cannot be afraid and stands up before the polar bear, saying: Now, count your sins! This opens up a psychic lock #4, either a branch or a B branch, awakening Oma from his dreams! Calm? Detail: Trying to calm Oudu will cause Aiba to calm down. Thinking that her voice is a ghost from his own conscience, Oma decides to listen and stands up, in front of the polar bear, saying: From beginning to end, I climax all the way! This opens up a psychic lock #4, either a branch or a B branch, awakening Oma from his dreams! The ice pick machine is an ice pick machine that is mounted right in front of the unconscious Iris. The blade of the saw, which it nourishes, can easily penetrate human flesh. All Castles Kick 200s 2x Details: Aiba reprimands Date in an attempt to kick the machine, saying he can turn on by doing so. The date states that if this happens, they should apologize that Aiba responds that they should not apologize, as this would be bad luck. Moving 100s Random Details: Trying to push an ice pick machine will yield no results, with Aiba stating that she can't push it off her current body. The date laments that the action does not even matter for this Somnium. Include 300s 2x Details: Trying to turn on the power will be a clean reprimand from Aiba, telling Date that he should not put Oma's mental health to the detriment of killing his idol in his Somnium. The date apologises, backing down from its decision. Iris Iris Sagan, idol A-set that was captured by Bloody Polar Polar She lies unconscious on the platform in front of the ice-cutting machine, unconscious. Her left eye has been removed. All the locks throw ice on her 15s 1 detail: Aiba lifts a nearby ice ball off the floor, calling it icy, before throwing it at Iris. The sphere just bounces off her, and she declares that in this Somnium Oma should be the hero of the story. Wake up her 10s 1/10 Details: Trying to wake up Iris will not yield any results, no matter how much Aiba may call her. Ears! Detail of the 10's: Date and Aiba agree to use Thesa's catchphrase, and see if they get any reaction from her. However, as soon as Aiba says: Ears!, Oma responds instead, with a headset, pet set! The date concludes that this choice will not help in the slightest. A heated insulating door is a heated insulation door that acts as an entrance to the warehouse. All Locks Tackle 149s A Random Detail: Trying to Solve the Door Down ends in failure. Aiba tries again, but as she fails, she concludes that she is too small to use the right force. The date insists that she tries a total of four times, stating: No, four, two, four. Aiba says two tries is enough. Open 105s Random Details: Trying to open the door will not yield any results, stating that progress should be made inside the warehouse first. Listen to 100s Random Details: Trying to listen to the door will have Aiba hear the sound of the waves outside, which they find strange. A wooden box was a wooden box that fell off the green shelf as soon as Oma ran into it. It is located in front of a defrosted loader. Lock #3 Branch A Investigate 110s (30) Detail: After inspecting the box, Aiba concludes that the box is either a regular wooden box or a Pandora's box from Mars. The date doubts the latter option. Break 123s Random Details: Aiba tries to break the box, first with Aiba's spinning kick, then with Aiba's amazing kick, and then with Aiba's Tornado Sky Wing Kick. None of these punches give any results, and Date suggests that perhaps they are trying something other than a punch. Click 100s Random Details: Trying to push him towards Oma gives no results because of his weight. When Date asks what is inside it, Aiba guesses that there is a small wooden box that date finds unamusing. Remote control of the warehouse, which controls the crane hanging over the roof. It needs power to be in working order. Lock #3-4 Branch B Investigate 110s (30) Details: A remote control investigation shows that it controls a crane that hangs from the ceiling. Break 125s Random Details: Attempting to Hit the Remote Control Will Lead to Aiba in pain on the blow. She starts calling herself stupid, which Date tries to dissuade, but Aiba insists that it should be. Click the 100s random button in the mental #3 branch B: Detail: Trying to press a button on the remote control will give no results like both There is no power to activate the remote control. Random in mental locking #4 branch B: Detail: Trying to press a button on the remote will make some machine sounds activate, but no actual reaction. Aiba and Date come to the conclusion that perhaps Oma is the only one who can activate the remote control. (edit and edit source) The hidden object is located behind the green shelves. You will need to go to the defrosted loader, turn right to the wall and there you have to see a small enclosed space between the wall and the green shelves. Follow it until you reach a dead end. The hidden object should be right there. Trivia Edit Source This Somnium is stylized as a comic panel about life, and many of Oma's words and actions are inspired by Tokusatsu television shows, notably Stone Ryder. The Stone Rider quotes featured in this Somnium include: Heaven Call! The earth is crying out! The crowd roars! Everyone's calling me to strike back at evil! - the catchphrase of the battle in Kamen-Ryder Stronger. Those who do not fight will not survive! - the phrase of the battle in the Stone Rider Ryuka. From now on, this is my stage! is an adjusted version of the battle phrase for the heroes of Kamen Rider Gaim. The Awakening of the Soul! is the phrase of the battle cat in Kamen Ryder Agito. Now, count your sins! - battle phrase in Kamen Ryder W. 5 From start to finish, I'm climaxing all the way! - Based on the title of the stage show Kamen Ryder Den-O and Kiva: Climax Deca Released Memorial Den-Kiva Festival ~Festion to the end, I Kiva all the way~ ~ another aspect of this Somnium that includes elements of tokusatsu television shows is the difference in size between Aiba and the giant costumed polar bear (and Ota). This is potentially a reference to kaiju television shows, where actors in costumes perform a combat sequence on a small scale of the city's model to mimic the effect of giant monsters terrorizing the city. A notable aspect of Somnium is that all the options on the icy floor clears the mental lock #1, and all the options at Oma cleanses the mental lock #4. The latter is particularly notable for the fact that the choice on Ness always clears the mental lock #4, whether it is a branch or a branch of B Somnia. Choosing Slide on the Ice Floor, Date comments on how Aiba's skating is like skating as she finishes her turn by calling Eros!, and noting that it would be ideal if she wore a black bodysuit instead. This is a reference to the main character of Yuri on ice, Yuri Katsuki, who performs in a black bodysuit, with his main performance, embodying the emotions of Eros, or sexual desire. Once Aiba's routine is done, Date comments that she should try to do Javier Fernandez's routine next time. Javier Fernandez is real Spanish figure skating and When choosing Punch on the B Plate, Aiba and Date perform a comedy routine. This comedy routine is based on a 4-com short of manga/anime Pop Team Epic, where the main characters Popuko and Pipimi perform the same routine. When choosing Fill on the Oil Drum, Aiba squats inside the barrel and says that the phrase War has changed and then exclaims that the cardboard box will fit better into the mood. This is a reference to the Metal Gear Solid series, where the player's character can sit inside a wooden box to hide from enemies. The phrase War Has Changed comes from the opening monologue in Metal Gear Solid 4: Guns of the Patriots, where the main character, Solid Snake, begins his monologue with this phrase. Bizarre Adventures JoJo: Battle Of trend spoilers are here! Going down Branch B, when the Polar Bear is about to attack Outu, Oma thinks, I finally stopped thinking... in his head. This is a reference to Kars from JoJo's Bizarre Adventure: Battle Trend, whose fate is to swim frozen in space unable to die, for which eventually, he stopped thinking. When selecting Inspect on the Wooden Box, Aiba suggests that the box may be a Pandora's box from Mars. This is likely another reference to the Ryder Stone, particularly the Stone Rider Build, where a box called Pandora's Box is an astronaut on Mars that kicks off the event series. When choosing Break on the Wooden Box, Aiba performs three different strokes, which she calls Spinning Aiba Kick (where she spins upside down and her legs are sliding apart), Aiba's amazing kick (where she flips in the box with her feet), and Aiba's Tornado Sky Wing Kick (where she goes down to the ground, Spinning before giving the box a light kick and a blast): Aiba Kick's spinning is a reference to Chun-LiWe didn't find what Amazing Aiba Kick refers to (We didn't find what Tornado Aiba Sky Wing Kick refers to) when selecting Throw Something at the Power Board, Aiba repeats the sentence Target position in the center and will hit the switch with a low voice. This is a reference to Neon Genesis Evangelion, in particular Episode 3 of the series, Silent Phone, where, at the beginning of the episode, Shinji Ikari runs a simulation training on his Evangelion as he repeats the phrase to himself, with the aim of his purpose. Choosing Motivate on Ota, Aiba performs Gunbuster Pose (also known as Gainax Stance) when she motivates him to attack. Links to the edit (edited source of editing) of Stubs Somnia Community are available in accordance with CC-BY-SA, unless otherwise stated. Noted.

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