

SOMNIUM Player Cheat Sheet

Scene 1: Click on the coffee to raise and click on it again to lower. Read both notes by clicking on them. Go towards the globe.

Scene 2: Watch the professor, answer the questions when prompted by clicking on your answer. If you click the No answer to both options, you will restart in the living room. Click on the “Yes” answers to go to the next scene.

Scene 4: Watch the scene look around.

Scene 5: Punch the code into the elevator by clicking in the enter box and typing in the numbers. Then click on the green enter button

Scene 6: Watch the dialog then walk into the control room.

Scene 7: Walk to the story bubble, you will not be able to move when the scene starts. You can click on the button to see the rift. When the scene ends, walk to the now open door of the hanger.

Scene 8: Walk in to the hanger.

The ship: Walk to the story bubble to begin the scene

Navigating the ship: Click on the START button and look at the view screen. You can press the buttons to move the ship. You must click on the END button to resume the scene.

Orbus Absurdus: Walk towards the back of the building. To the left is a room with a toilet. Walk towards it.

Orbus Timore: Walk to the alley with a green whirlwind. Walk in to the Whirlwind to be taken to a different scene. Next, walk to the gun to return to the ship.

Orbus Arcanum: Find the orb in each scene. Click on it to make the door appear. Walk into the door for each level (there are 6 worlds in total)

Origin Point: Find the dream bubble and walk inside it. Click on an orb to hear the Dreamweaver answer your questions. Once you have asked three questions, a red orb appear. Click on that to be taken back to the ship.

Epilogue: Click on the phone to answer it.