EDUCATION

I Am Setsuna Trophy Guide

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Introduction to I Am Setsuna Trophy Guide

Embarking on a journey through the frozen world of **I Am Setsuna** is a poignant and nostalgic experience. This classic JRPG, developed by Tokyo RPG Factory, pays homage to timeless titles like Chrono Trigger, blending a somber narrative with a turn-based combat system powered by Spritnite. For trophy hunters, the game offers a rewarding but occasionally challenging path to the Platinum. This **I Am Setsuna Trophy Guide** is designed to help you collect every achievement efficiently, avoid common pitfalls, and fully appreciate the emotional story along the way.

Whether you are a completionist aiming for that coveted Platinum trophy on your PlayStation console or a first-time player who wants to experience everything the game has to offer, this guide covers every trophy, missable opportunity, and optimal farming strategy. Let's begin your journey to becoming a true master of this icy tale.

Understanding the Trophy Overview

The trophy list for I Am Setsuna contains 42 trophies in total: 1 Platinum, 3 Gold, 7 Silver, and 31 Bronze. The overall difficulty is moderate, estimated at about 4 out of 10, with the main challenges being a handful of missable collectibles and a late-game boss encounter. The time required to achieve the Platinum is approximately 40 to 50 hours if you follow a guided approach, but may extend longer if you explore every corner without direction.

Most of the trophies are cumulative or story-based. However, there are a few that require careful attention, especially those tied to enemy scans, treasure chests, and side quests. The game does not have a New Game Plus, but you can reload chapter saves to pick up missed items, which is why we strongly recommend maintaining multiple save files.

Story-Related Trophies

A significant portion of the trophy list will unlock naturally as you progress through the main narrative. These are **story-related trophies** that cannot be missed provided you complete the game. Below is a list of the key story trophies and the chapters where they usually unlock.

- The Journey Begins – Complete Chapter 1
- Across the Snow – Complete Chapter 2
- The City of Commerce – Complete Chapter 4
- The Southern Continent – Complete Chapter 6
- Wings of Time – Complete Chapter 8
- A New Plan – Complete Chapter 10
- Confrontation – Complete Chapter 12
- The Final Journey – Complete the final chapter

None of these are missable. However, note that some story events also grant trophies for specific boss fights. **Sentinel Slayer** (defeat the first Sentinel) and **Guardian Down** (defeat a Guardian boss) naturally. Pay attention to cutscenes – they often hint at upcoming boss mechanics.

Combat and Spritnite Trophies

The combat system in I Am Setsuna revolves around Spritnite, magical gems that grant characters abilities. Several trophies require you to master this system. The most notable ones include:

Momentum Master

To earn this trophy, you must perform 200 Momentum attacks. Momentum is a timing-based mechanic: press a button at the right moment during an attack to boost damage or add effects. You can farm this easily on weak enemies early in the game. Equip low-damage weapons and repeatedly use basic attacks, focusing on the timing prompt. The counter carries over across all playthroughs, so do not worry about losing progress.

Spritnite Collector

This trophy requires you to collect all Spritnite in the game. There are 30 Spritnite in total, including some that are missable if you skip optional chests or enemy drops. Many are found inside treasure chests, but a few are rewards for side quests or purchased from shops. We recommend checking a reliable list as you enter each new area. The most easily missed Spritnite is **Healing Wave**, found in a side area in the Eternal Flame temple.

Flux Builder

Flux is a special gauge that fills when you perform consecutive Momentum attacks. This trophy asks you to reach full Flux 50 times. You can combine this with the Momentum Master grind. Simply enter a low-level area and chain attacks to fill the Flux bar, then repeat. It will unlock naturally during a normal playthrough, but if you rush, it may be the last combat trophy you earn.

Collectible Trophies

Collectibles in I Am Setsuna are divided into several categories: treasure chests, bestiary entries (Lore), maps, and shop inventories. Missing even one item can cost you the Platinum, so careful tracking is essential.

Treasure Hunter

This trophy requires you to open every treasure chest in the game. There are 48 chests in total, many of which are hidden in optional paths. A few chests contain key items or equipment upgrades. The missable chests are mostly in the **Frozen Cliffs** and **Nidhogg's Lair**. After completing the story, you cannot revisit some areas, so always search thoroughly before advancing the chapter. Use a video guide or checklist to ensure you have not missed any.

Master of the Bestiary

You must scan (use the Scan Spritnite) every enemy in the game at least once. There are 99 enemy types, including bosses and rare enemies. Some appear only in specific time-limited events (like the optional boss Black Dragon). Scan each enemy as soon as you encounter it – do not assume you will meet them again. The easiest way is to always have a character with the Scan ability equipped in your party. This is one of the most time-consuming trophies if missed.

Cartographer

This trophy unlocks when you have fully explored every map. Each area has a map completion percentage shown in the pause menu. You need to visit every location, including dead ends and hidden rooms. Some portals (like the ones in the Time Ruins) lead to separate areas. Double-check your map after each chapter. There are no missable maps, but you may need to backtrack later if you skip a corner.

Side Quests and Endgame Trophies

Several trophies require completing side quests or defeating optional bosses. These often provide some of the best rewards and challenge.

Lone Battle

This trophy is earned by defeating the optional boss **Toppy**, a giant cat-like creature located in the **Molten Cave**. To access the cave, you must first complete a side quest given by a character in the town of Nidhogg. The quest is available after Chapter 8. Make sure you have maxed out your Spritnite and are at least level 45 before attempting. Toppy has high HP and can inflict Silence, so bring healing items and status cures.

Key to the Past

Unlock all 30 memories in the **Memory Garden**. These memories are found throughout the game as glowing orbs. Each memory provides a snippet of backstory. There are no missable memories, but they are scattered in hidden spots. Use a guide to find them all. The final memory appears after the main story is complete. This trophy is a Bronze but requires thorough exploration.

Fashionista

Collect all character costumes. There are 10 costumes in total, each found in specific chests or bought from shops. One costume, the **Winter Kimono** for Setsuna, is a reward for completing a side quest in the Eternal Flame temple. Another, **Uniform of the North**for Endir, is missable if you do not buy it from the merchant in Nidhogg before Chapter 10. Save before chapter transitions and check your inventory.

Tips for an Efficient Platinum Run

To save time and avoid missing trophies, follow these practical steps:

1. Save often and in multiple slots. Before each new chapter, create a dedicated save. If you miss a chest or a scan, you can reload from that point without restarting the entire game.
2. Scan every new enemy immediately. Keep a character with Scan Spritnite equipped at all times. Many enemies appear only once or in specific story segments.
3. Use a collectible checklist. Print or open a checklist for chests, Spritnite, and memories. Mark each one off as you find it. This visual tracking prevents backtracking later.
4. Grind momentum and flux early. The earlier you start building those 200 Momentum attacks and 50 Flux fills, the less time you will spend at the endgame. Use the area outside the first town – enemies respawn quickly.
5. Do not delete old saves until you have the Platinum. Some trophies like Master of the Bestiary require enemies that cannot be refought if you progress beyond their zones. Keep a save before the final boss.
6. Fight the optional bosses as soon as you are ready. The Lone Battle and Guardian Down trophies may require grinding levels. There is no level cap, so grind if you struggle.

Common Missable Trophies to Watch Out For

While most trophies are straightforward, a few are notoriously missable. Here they are:

- Spritnite Collector – The Spritnite called Vaccine is only found in a chest in the Frozen Cliffs that becomes inaccessible after Chapter 9. Always double-check that area.
- Master of the Bestiary – The enemy Ice Dragon is only encountered in a single boss fight. If you kill it without scanning, you lose your chance unless you reload a save.
- Treasure Hunter – One chest in the Shipwreck area is hidden behind a false wall. Use the Map ability to reveal hidden passages.
- Fashionista – The Royal Garb costume for Aethel is sold by a merchant in the Underground City for 50,000 gold. If you do not buy it before the area is destroyed (after Chapter 11), it is gone forever.

To be safe, always consult a step-by-step guide during your playthrough. You can also use the in-game notebook to track quest progress, but it does not list collectibles.

Conclusion

Earning the Platinum trophy in **I Am Setsuna** is a fulfilling journey that deepens your appreciation for this melancholic RPG. With careful planning, multiple saves, and a bit of patience for combat grinding, you can unlock every trophy and see all the secrets the frozen world has to offer. Remember that the story is best experienced without constant interruption, so try to enjoy the atmosphere between your trophy-hunting sessions. Use this **I Am Setsuna Trophy Guide** as your companion, and soon you will add that shining Platinum to your collection. Good luck, and may the frozen winds guide you to completion

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