

## Stage 5: Infrared Camera

Up ahead is some sort of metallic object. As you head closer to it, you realise it is a camera. Since the cave is pitch black, it is probably an infrared camera. You can use your current light source's heat to distract the camera, throwing it away to imitate some sort of small animal. When the camera is distracted, you can safely pass.

### Objective

- Create LIGHT in a reaction.
- Reaction does not contain HEAT.

## Stage 6: Guards

Finally, there is a light at the end of a tunnel. However, before you can reach the light, there is a guard blocking your way. Luckily, he is not attentive, looking down at his phone. You can knock the guard unconscious using some chemical, such as chloroform.

### Objective

- Create CHLOROFORM in a reaction.

## Stage 7: Lock

Approaching the light, you notice that it lights up a door. On the door, there is a lock. You go back to the guard to take his keys and swiftly unlock the door. However, since you would like to stop any pursuing guards, you can create something to block the keyhole, so that no one else can unlock the door.

### Objective

- Create SILICA GEL in a reaction.

## Stage 8: Another Door

Much to your disappointment, upon opening the first door, there lies a second door behind it. Trying the keys from the guard failed to open it. Without any other ideas on opening it, it is probably easier to use brute force. However, using a simple explosion did not seem to do the trick. Perhaps a more reactive explosive might solve the problem.

### Objective

- Create THERMITE in a reaction.

## Stage 9: Guards Approach

Just as you breached through the door, you hear guards quickly approaching behind you. How did they get here so fast? To buy yourself a little more time, you can create a nasty smelling gas to stop them just for a little bit.

### Objective

- Create HYDROGEN SULFIDE in a reaction.

## Stage 10: Escape

Up the stairs beyond the door, you realise that you made one big circle and have ended up in the same building you started in. However, there is a door to the open world, ready for you to enter through. In the outside world, there is one final barrier before you escape. A wall that surrounds the prison. Directly climbing this wall would draw far too much attention and reveal yourself. Instead, you can create smoke for a diversion.

### Objective

- Create SMOKE in a reaction.

## Epilogue

While you currently still have no idea how you ended up in the prison cell, at least you are free. You continue your journey away from the prison as your memory recovers.

Prison Break

## Stage 1: Jailbreak

You find yourself locked inside a dimly lit jail cell. Unsure of how you got here, you only have one motive in mind: you must get out. Luckily, you have one secret power that no one knows about. The power to manifest almost any chemical to reality. You can use this power to create reactions to help you escape. On further inspection of this cell, you hear some water below you. Somehow on construction of this prison, they left this unchecked. But it presents you an opportunity.

### Objective

- Create EXPLOSION in a reaction.

## Stage 2: Watery Cave

As the floor of the prison cave opens nicely, you can see a slow flowing river below. However, before jumping down, you notice that if the height of the cave decreases, leaving no room to breathe. Since you do not know how long this path may be, it would be safer to find some way of creating oxygen to breathe as you traverse the cave.

### Objective

- Create OXYGEN in a reaction.

## Stage 3: Underwater Bars

As you continue through the winding cave, you encounter a barrier of metal bars obstructing your path. It is far too late to return as guards are on your tail. The only way forwards is to break through these bars. With water all around you, you might have to find a different way of creating an explosion under water.

### Objective

- Create EXPLOSION in a reaction.
- WATER must be a part of the reaction.

## Stage 4: Dark Cave

Emerging from the watery cave, you finally find dry land. Compared to a flowing river, there could be sharp rocks in your path as there is no running water to erode those edges away. It is probably better to create some light source to light up your path.

### Objective

- Create LIGHT in a reaction.