Glucose

Sulfur

Aluminium

Chlorine

Hydrochloric Acid

Potassium Nitrate

hydrogen

Potassium Permanganate

Iron Oxide

Sodium Silicate

Phenyl Oxalate Ester

Hydrogen Peroxide

Paraffin Wax

Heat

Sodium Chlorate

Water

Sodium

Oxygen

Methane

Sodium Nitrate

Nitroglycerine

* Play through the story by reading each story card and figuring out what products are needed to complete it.
* Test your theories by placing chemicals onto the board and pressing the “React” button.
* If a product created matches the objective, you pass the stage and may proceed onto the next.

How To Play

* Reach the end of the story.

Winning

Stage 6: Guards

* Create CHLOROFORM in a reaction.

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

Stage 5: Infrared Camera

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

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

Stage 8: Another Door

* Create THERMITE in a reaction.

Much to your disappointment, upon opening the first door, there lies a second door behind it. Trying they 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

Stage 7: Lock

* Create SILICA GEL in a reaction.

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

Prison Break

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.

Stage 10: Escape

* Create SMOKE in a reaction.

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

Stage 9: Guards Approach

* Create HYDROGEN SULFIDE in a reaction.

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

Stage 3: Underwater Bars

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

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

Stage 4: Dark Cave

* Create LIGHT in a reaction.

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

Stage 2: Watery Cave

* Create OXYGEN in a reaction.

As the floor of the prison cave opens nicely, you can see a slow flowing river below. However, before jumping down, you notice that it 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

Stage 1: Jailbreak

* Create EXPLOSION in a reaction.

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