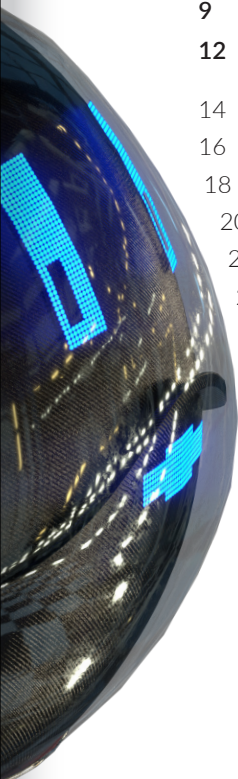


CONTENT

5	WELCOME
9	OPTIONS
12	RAINBOW REACTOR
14	Wrist Menu
16	Powering Up
18	Story Mode
20	Strikes
22	Modifiers
24	End of shift
27	Residue
28	Mixing
30	Reactor wear
31	Ball holder
32	Arcade Mode
33	Party Mode







WELCOME

WELCOME TO THE RAINBOW REACTOR!

Just recently, you were minding your own business when you got an emergency video message from someone named Alfred Luzian von Hoffenhasselbrock. He claimed to be a distant relative of yours and said that he urgently needs your help. So you followed his invitation to Rain City, which is famous for being powered solely by so-called Rainbow Energy. This is a clean, safe method to create electric currents and was invented by your apparent relative, said Professor von Hoffenhasselbrock. Can't hurt to check out this facility of his. However, he did say that he had to leave urgently and that you will be instructed by Dottie, a supposedly somewhat grumpy flying robot. Well, let's see how that will turn out. It can't be that bad, can it?

MAIN MENU

After choosing your language and reviewing the video message from the professor again, you enter the Rainbow Reactor Building via its elevator for the first time. This tiny room is equipped with augmented reality displays that show the Rainbow Reactor's Hall Of Fame – we'll get to that later – as well as the highly important Main Menu. Let's quickly go through the options here!

You can browse different sections of the menu using the left-hand column of options. At first, you will have the choice between starting “Story Mode” or “Arcade Mode”. Arcade Mode will put you right into the action and is only about throwing and combining colorful energy balls, while Story Mode is a mix of adventure, job-simulator like tasks, and the frantic energy ball games. We would advise starting with Story Mode to learn the basics, but of course it's perfectly fine to jump into Arcade Mode at any time.

Also, you can set the game's difficulty, which translates into how many reactions you need to complete in order to beat a reactor. Please note that on easy settings, you will not get any achievements for completing reactors. All other achievements will still be unlockable, however.

VR OPTIONS

An important choice in every VR game are the control and comfort options! Here, you can choose whether you want to move smoothly with joystick controls - This can be discomfoting to new VR players or people who easily experience so called "motion sickness", for example by reading while riding in a vehicle or being below deck on a ship. If you experience any symptoms of dizziness when playing, it's better to choose "Teleportation". In this mode, you can press your control stick forward to bring up a targeting pointer, which lets you choose where you want to go. Letting go off the stick will then magically teleport you to this location. Please note that quickfiring the teleportation will make the game assume you are uncomfortable (being too close to an abyss or wall, for example) and it will transport you back to your last safe location. The same will happen if you ever step over a ledge or fall from height for any other reason.

In case riding the elevators gives you any discomfort, a simple trick is to look at the floor while moving. Sounds and vibrations of the elevator will let you know when you have arrived at a different floor.

With both control options, “Free Locomotion” and “Teleport”, you can choose which control stick to use, based on your favored hand.

Also, you have the option to choose whether you play in a standing or seated position, which will adjust the height of your virtual camera position accordingly.

Additionally, there is a slider, which you can use to further adjust your head height in the game's world. This can also be used to easier reach up or down when playing in seated mode, as all menus can also be brought up anytime in-game.

You also can choose your turning angle, which is controlled with the other mini-joystick. There is a selection of preset angles, or you can also choose “analogue”, which stands for smooth, seamless turning. This resembles the controls in 2-dimensional games, but can cause motion sickness. The best option with the wireless Meta Quest can be to just turn your whole body, as you would in real life! Be mindful of your surroundings though and watch out for the barrier of the Guardian System. When pulling down on the control stick on the joystick you use for turning, you will do an immediate 180° turn.

Another helpful comfort option is the walking speed. You can choose from three different base speeds: Slow, Medium and Fast. Please note that in all of these modes, the control joystick behaves in an analogue way, which means the farther you push it, the faster you will move. Even in “fast” mode, you can walk slowly by pushing the stick only slightly.

COLOR BLIND MODE

If you suffer from any kind of color vision impairment, you can still enjoy the game with this dedicated color palette, which should make the different colors distinguishable. Please let us know if you have any feedback on this through the Tunermaxx.com/support web page.

AUDIO OPTIONS

You can set the volume levels for music, sound effects and the voice of Dottie individually. Please note that for changing the global loudness of your Meta Quest's speakers, you can use its system menu, which can be brought up with the menu button on the right-hand controller at any time.

Below these options, you can also choose whether to use subtitles. Aside from the "off" setting, there are different languages available.

LANGUAGE

You can choose from a variety of different spoken languages in this menu. This choice will also set menu and user interface elements accordingly.

OPTIONS

IN - GAME CONTROLS

After beginning a game mode, there are a number of control elements at your disposal.

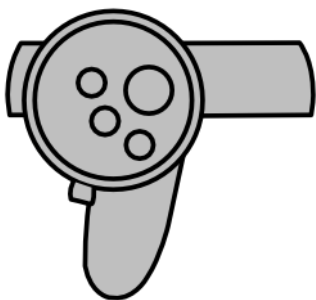
Using the X or A button, you can bring up the in-game menu on the wrist of the hand you press the button with. This menu is controlled with a laser pointer, just like the main menu. You can browse different sections with the two arrows on the top. Some pages have sub-pages, which will be indicated by arrows pointing to the left and right at the bottom of the page.

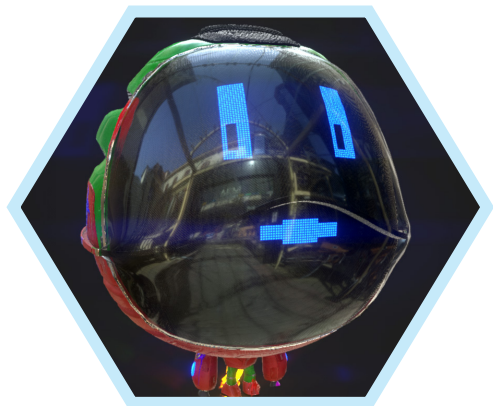
With the menu button on your left-hand controller, you can bring up this same menu.

Using the B button, you can crouch. This is especially useful when playing seated – when playing standing up, you can have even higher immersion by actually crouching and reaching down with your whole body.

The buttons at the tip of your index fingers are called the trigger buttons and are used to confirm menu choices. The buttons near your middle fingers are the grip buttons, which are used to pick up and hold objects in virtual reality by keeping the button depressed. Letting go of the button will let go of the objects.

When throwing, the exact timing of when you let go is essential for a good throw. Please wear your wrist bands while playing and follow the Meta Quest's security guidelines at all times.





STORY MODE

In Story Mode, you will work hard to restore the Rainbow Reactor to its former glory. Follow the instructions of Dottie to the letter and everything will be fine. To make your life easier, we will still give some additional tips!

Look out for the video boards which the Professor has partly re-recorded to help you on your quest. Some of them will be powered up once the main power has been turned back on, including a board that reads “TUTORIAL” at the top, and which contains general playing tips. Some other video boards appear to be (intentionally?) damaged and have to be restored into working order first.

When playing, your progress will be saved automatically at all times, so you can always return to the Rainbow Reactor and it will be in the exact state you left it in. Please note that when you leave the game, you will also leave the building, hence you will start from the elevator every time you return to the Rainbow Reactor.

A very useful tool is your Wrist Watch Menu, which you can bring up with the X or A button, as well as the menu button on the left controller. This menu contains all kinds of useful information.

DOTTIE LINES

This page shows what Dottie has said to you. The first page only shows really crucial information that you may need to progress in the game. If you ever feel lost or don't remember what you should do next, this is the place to look. Of course, Dottie will also try and remind you of your current task each time you re-enter the building, but it seems her circuits are a bit rusty.

There is also another page, which can be accessed with the lower arrow buttons, and this shows everything that Dottie has ever said, in case you missed some subtitles, for example. You can scroll through all of this information using the scroll bar on the right.

LEADERBOARDS

Working in the Rainbow Reactor takes some skill, so it's no wonder that several relatives of the professor have started battling out who is the best. Who knows, maybe it will help to decide who will inherit the company's fortunes one day? In the leaderboards, you can check your best score and its world-wide rank. With the arrows at the bottom, you can switch through the single stage leaderboards, which are the same across Story Mode and Arcade Mode. There is an exclusive Arcade Mode leaderboard though, which shows the highest scores of continuous runs through the 9 available levels.

WRIST MENU

MODIFIERS

Once the taciturn robot Riegfried has opened his Gift Shop, you will be able to purchase modifiers and different gloves there. Using this menu page, you can enable or disable the various mods and see what their impact on your score is. On the second page, you can choose between the various glove designs you've acquired in your career.

DOTTIE TASKS

The mission the professor gave you involves getting on Dottie's good side, and you can only win her over by performing well as a valuable employee to the Rainbow Reactor. Once you have won her trust to some extent, she will enable her special Dottie Tasks. Each reactor has its own set of tasks, which you can browse with the lower button of this page. Once you complete the conditions for one of them, you will get some extra money to spend in the shop!

SETTINGS

The Settings page contains pretty much the same settings as the main menu. So you can experiment with different choices on the go here!

EXIT SESSION

In this menu, you can return to the main menu, which is especially useful for Arcade Mode, you can exit the application altogether or return to the introduction video.

STORY MODE

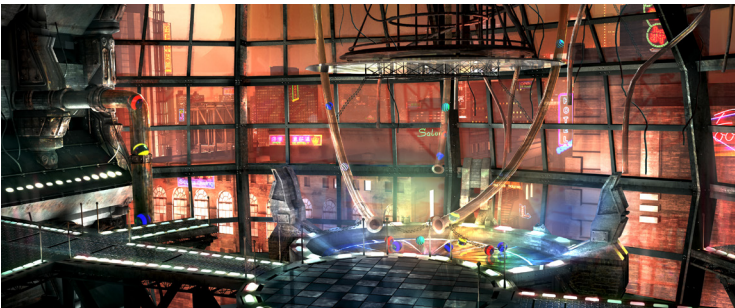
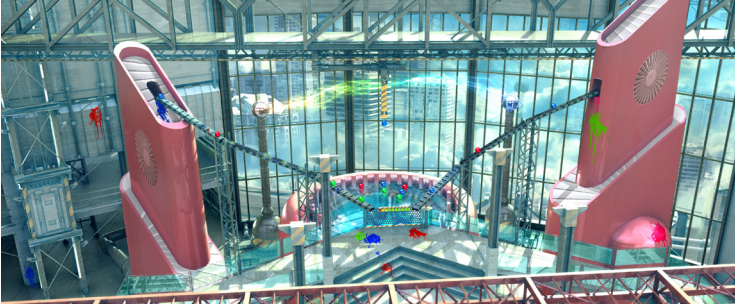
REACTOR EMERGENCY

As soon as you arrive at the Rainbow Reactor, it becomes clear that there is something amiss! The whole building is quiet, there is no energy. And this state of disrepair could quickly turn into a huge crisis for the city, as soon as the energy reserves run out. In the worst case, an energy-providing competitor will step up and ruin the Rainbow Reactor for good!

So you'll literally have to get to the bottom of things and start up the reactor chain again, powering up the basement reactors first and then working your way up the building. The only problem is that the lack of power prevents various crucial systems from working, some of which will have to be re-started using manual operation. And to make matters worse, the whole building is cluttered with paint splats and empty delivery crates. Looks like people left in a hurry, and possibly even bearing a grudge!

TOOLS OF THE TRADE

During the course of your adventure, you will come across several tools – or you'll have to buy and potentially upgrade them at the Gift Shop, in the worst case. Once you have acquired a tool, you can pull it from your tool selection by looking down towards your belt. Please note that the toolbelt will be disabled while you're operating equipment, like the elevator lever for example.

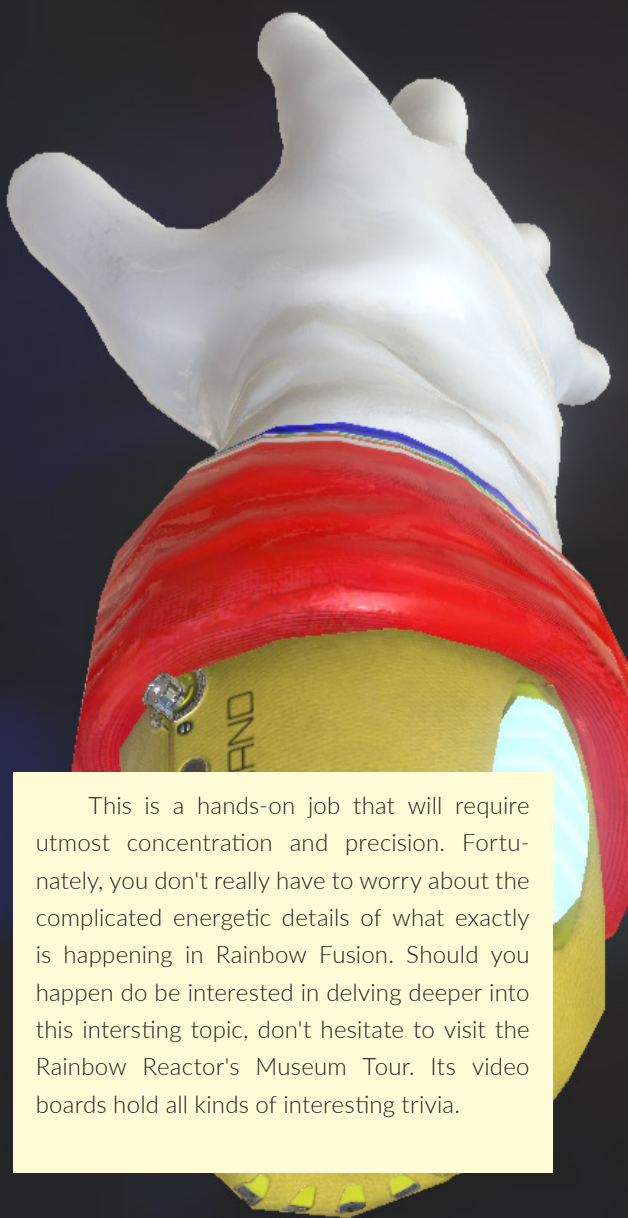


RAINBOW REACTOR: FUSION

POWERING UP

To get the reactor going again and saving the city by doing so, you'll have to excel in the complicated process of manually loading the Chroma Reactors with energy-bearing spheres of Chroma Fuel, the world-changing invention of Professor von Hoffenhasselbrock.





This is a hands-on job that will require utmost concentration and precision. Fortunately, you don't really have to worry about the complicated energetic details of what exactly is happening in Rainbow Fusion. Should you happen to be interested in delving deeper into this interesting topic, don't hesitate to visit the Rainbow Reactor's Museum Tour. Its video boards hold all kinds of interesting trivia.

RAINBOW REACTOR: FUSION




REACTOR LOADING

Once you've gotten the first reactor ready for operation, press the big red start button to set it in motion. Once you've done that, you get a 3-second countdown before things get hectic.

Chroma balls will be emitted from the reactor's processing chamber and roll towards you on a set of railings. These chroma balls are made up of the Professor's patented Chroma Fuel and have the weird tendency to attract and repulse each other at the same time. Once three chroma balls of the same chromatic polarity – their color – land next to each other in the pool, they will disintegrate their matter into a flash of energy, which is transferred into the depths of the reactor.

The more chroma balls react at the same time, the bigger the resulting burst of energy. The total of the generated energy is shown on the status display above the reactor, registering as “Score”, a universal measurement of Rainbow Energy. Even the reactor pool itself is engulfed in an energy field that gets ever stronger following successful actions and boosts the resulting power. This amplification factor is known as a “multiplier” in Rainbow Energy Technician's terms and can be monitored in the “MULTI” section of the status display.

According to the construction style of the reactor pool and general reality, the maximum number of chromium balls that can react at the same time is seven.



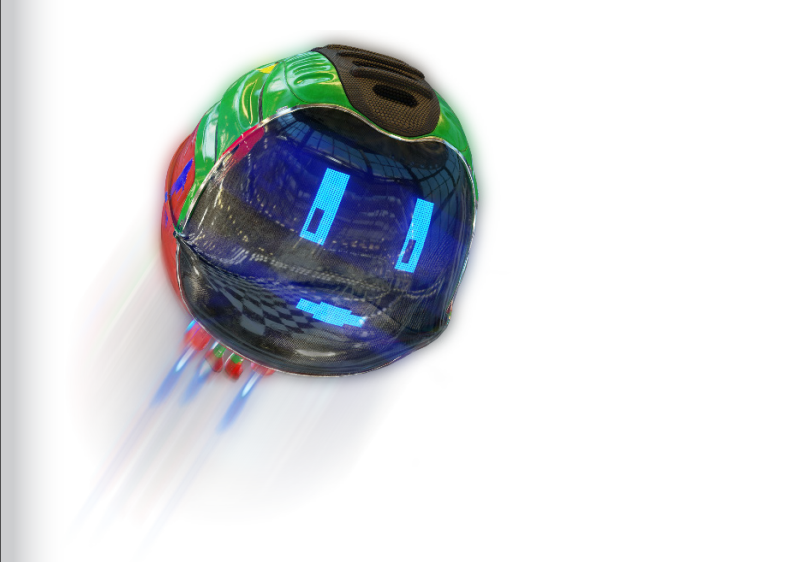


RAINBOW REACTOR

STRIKES

Due to their highly energetic nature, chromium balls are very fragile and must never be subject to concussions outside the reactor pool. Should they fall to the floor, energy-eliminating antimatter is set free. An absolutely counterproductive disaster which is to be avoided at all cost, as it will reset the multiplier and a warning will be issued to the incompetent operator. After five warnings, also known as “Strikes”, Dottie will stop the reactor before permanent damage is sustained.





In the basement, some training wheels are granted in the form of “overflow receptors” which are mounted at the end of the railings in order to assist new employees. They are not very helpful towards a high work efficiency though, and are not present on the high-energy reactors on the upper floors.

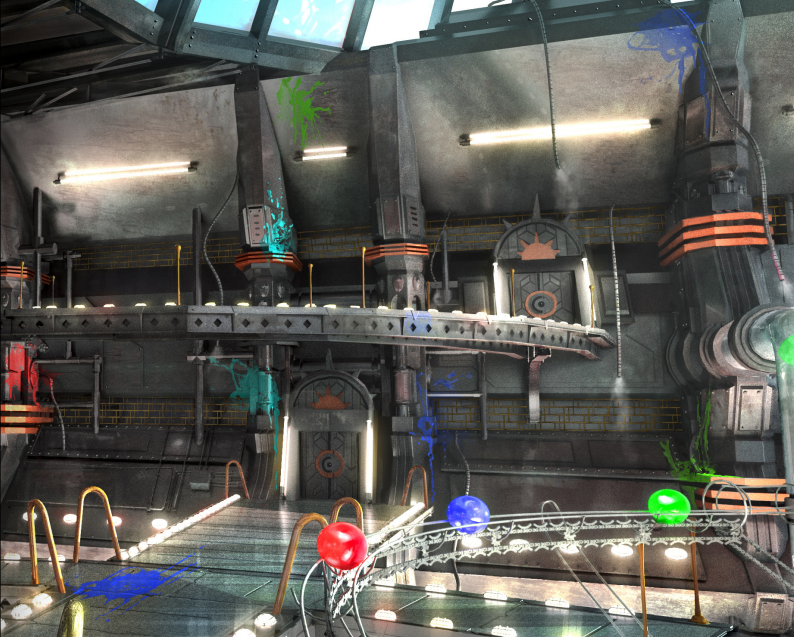




MODIFIERS

In these trying times where the reactor needs to be fully powered at all costs, everyone is doing what they can to help – for a price. So Riegfried, the Reactor's heavy lifting robot, has started a side business of providing chip tuning to the reactor's components, a process known as tunermaxxing. In his Gift Shop, he offers various plug-ins that will alter the behavior of the reactor, for example giving more or fewer strikes, a slower ball drop rate etc.

Please note that in order to comply with employee assessment policies, activating modifiers will result in a bonus or a "malus", which is a negative bonus in Professor von Hoffenhasselbrocks beloved Latin language.



LEADERBOARDS

Using the increased multiplier values granted by certain modifications can help you reach higher scores and thus climb in the leaderboards for each reactor. These are maintained across Story and Arcade Mode and can help you determine who the most skilled employee is, even beyond the boundaries of Rain City.

In case you prefer a more personal challenge, you can keep up with the progress and positions of your Meta Quest friends by using Quest's built-in leaderboards view, which can be accessed via the system menu. Your friends will even get notified when you beat them, so try those score-yielding mods like "Insta-fail" and crank the difficulty up to high!

RAINBOW REACTOR: FUSION

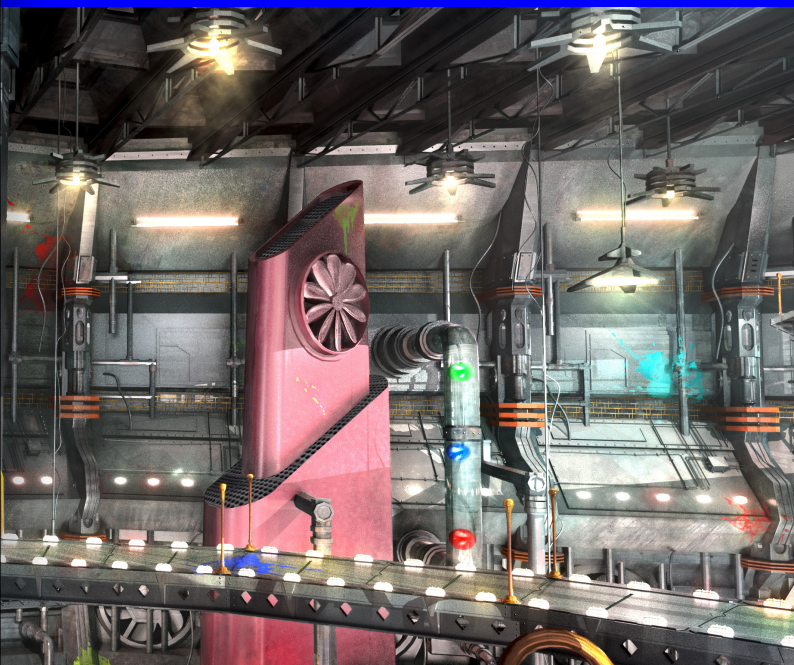
END OF SHIFT

Even if Rainbow Energy is clean and environmentally friendly, it is paramount not to waste any energy. Chroma balls being left in the pool at the end of a shift damage the reactor with their undissolved antimatter. Accordingly, a malus of 10 points per ball is deducted from your score.



Skilled operators on the other hand will be rewarded with the company's incentive program. In case there are only 10 balls or less in the pool, you will receive an energy bonus of 1000 points.

Five balls or less will yield 2000 bonus points. In continuous Arcade Mode, some of your Strikes will additionally be undone as an extra incentive.



RAINBOW REACTOR

The amazing feat of having only one or two balls left at shift end will be rewarded with 5000 bonus points as well as the elimination of all Strikes in continuous Arcade Mode.

Ultimately, operators who can look back at a shift without any accidents will enjoy a bonus of 1000 points.

All awards and deductions will of course be run by your energetic multiplier. Should this multiplier have reached the shift's possible maximum, the commendable operator will receive a score boost of 500 points. In level one, the multiplier range goes from 1.0 to 2.0, provided the Ball Catchers are disabled. In the course of your progress, it rises continually on each reactor, until it reaches a range of 5.0 to 9.99 on reactor 9.



RESIDUE

The ultimate goal of Rainbow Energy creation is highest efficiency without any waste products. Still, there is always some residue in the depths of the reactor, which is upcycled into “residue balls”. Starting with reactor 2, these are emitted from the pipes in the back of the pool in order to be used in reactions. However, these balls offer much lower energy levels than their fresh counterparts and are unable to react on their own, even if three or more of them end up next to each other. Only when triggered by a fresh chroma ball thrown by the operator will they start a reaction, which will – no matter how many balls are affected – always count as a “triple” reaction. The big plus is that space is freed up in the back of the reactor, which is crucial to an undisturbed workflow. The sometimes irrational repulsion of chromium balls when next to differently polarised counterparts could otherwise lead to uncontrollable bouncing or rolling and ultimately, the destruction of a precious chromium ball.

RAINBOW REACTOR:FUSION

MIXING

Arriving at the third reactor, Dottie decides that you can be confronted with the concept of mixing. Chroma balls can shift their chromatic polarity after all, precisely when two compatible units are pushed into one another. In this process, the teachings of the colour wheel have to be observed, as well as the difference between additive and subtractive mixing.

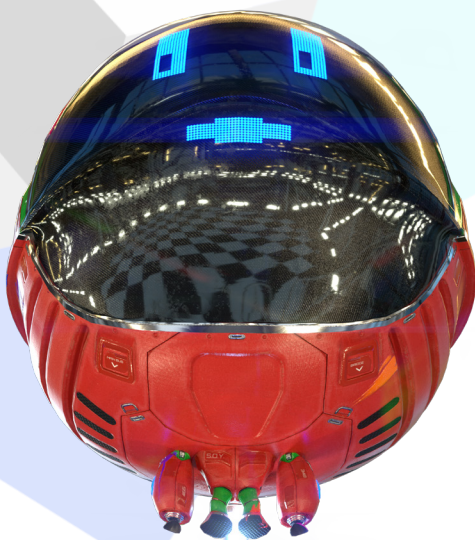
Generally speaking, you could say that among themselves, the colours of the subtractive mixing – Cyan, Magenta and Yellow – are compatible, as well as those of additive mixing: Red, Green and Blue. Colours which are right next to each other on the colour wheel will ignore each other, but the ones on exactly opposite sides have to be treated with caution. When forced to mix, their energies will cancel each other out, resulting in complete energy loss, which could be described as literal sabotage of our workflow. Careless operators will be penalized with a Strike!

As with most tasks you face in the Rainbow Reactor, additional clues may have been hidden in the video boards by the Professor. Let us spoil you with an example of these on the next page!



REACTOR LOADING TIPS:

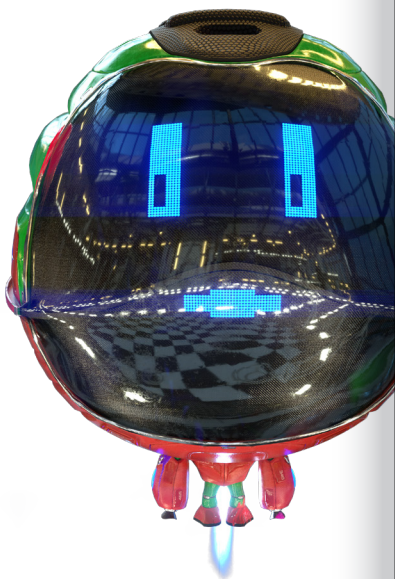
Efficiently clearing the pool isn't the only benefit of mixing however. In mixing, the individual balls not only retain their energy levels, they even increase it due to the complicated processes involved in their joining. In the vein of the classic formula " $1 + 1 = 3$ ", creating reactions with mixed balls will yield a higher score.



RAINBOW REACTOR: FUSION

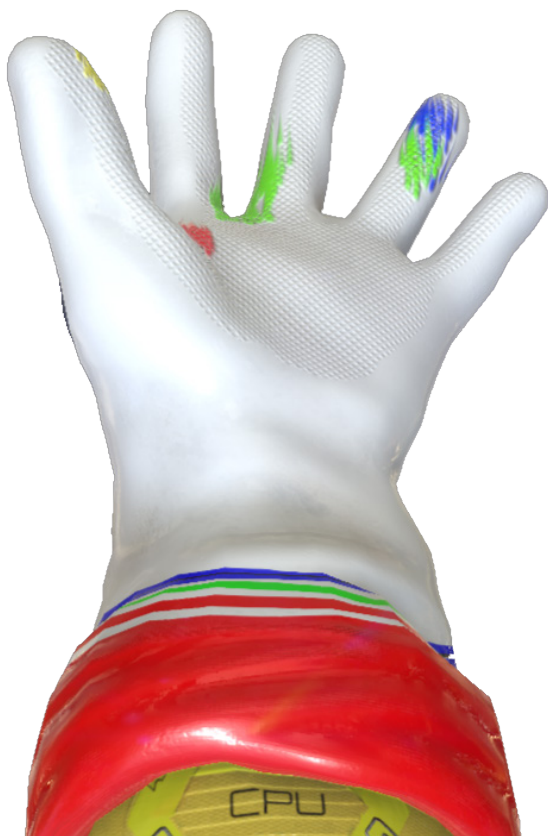
MIXING CUP

Diligent operators who make it to the fourth shift will be rewarded with a freshly installed ball holder. This energized holding device for chroma balls is not to be confused with the training wheels from reactor 1, as it does not threaten to lead operators to an overstated feeling of security, which can lead to carelessness. No, the ball holder is meant to enable strategical planning. Should the operator be supplied with a chromium ball of a polarity that is currently not helpful, it can be “parked” in the ball holder for a time.

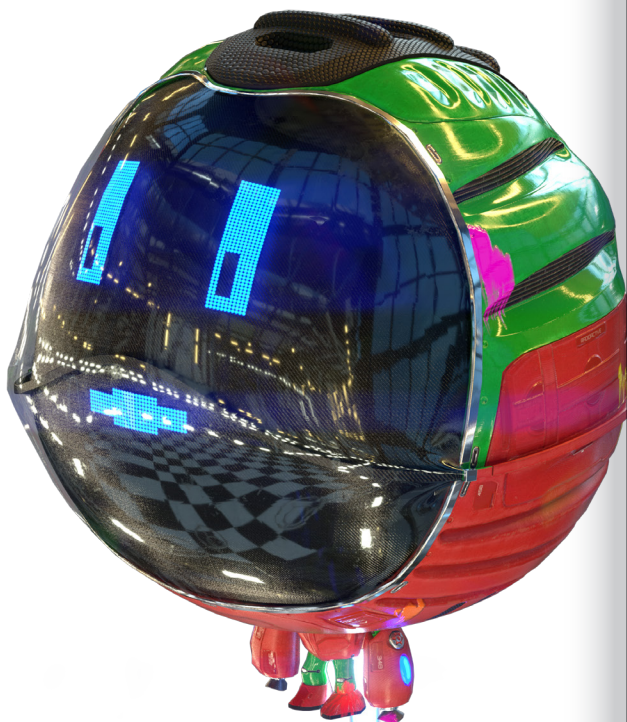


REACTOR WEAR

Our structural damage reports show, that using human operators for manual loading can yield a higher amount of energy than the classical crane system. Unfortunately, these energy levels exceed warranty limitations and indeed, starting with reactor 5, we are experiencing more and more failing receptacles in the pool! We will try and counter this problem by arranging the holes in a meaningful way.



RAINBOW REACTOR: FUSION

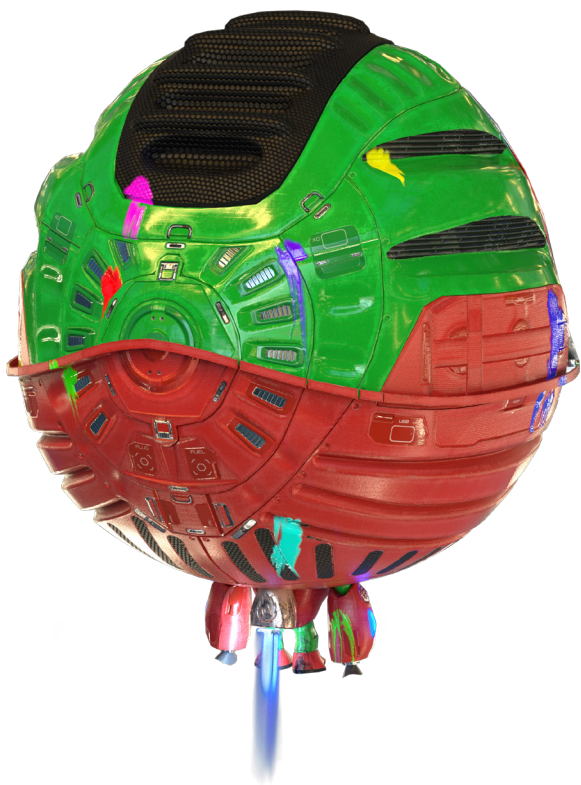


ARCADE MODE

You can use Arcade Mode as a means of practicing, or a quick way of challenging your friend's best scores. Just pick continuous mode or a starting level and you can proceed to Reactor 5, where all arcade rounds will take place. You can freely access all modifiers you have purchased in Story Mode there, and unlock new levels by beating the previous one. In case you want to change other game parameters, bring up the Watch Menu and return to the elevator.

PARTY MODE

If you want to see who is the best operator at home, try Party Mode! Enter the names of all participants, choose a level and off you go! Modifiers are freely available in this mode, so you can experiment with different settings and change the game to your liking. After completing a round, pass the Quest headset to the next player on the list and battle it out for the win!





HIEBLERTOM.COM

TUNER/MAXX