

# **RAINBOW REACTOR: FUSION FULL GAME WALKTHROUGH**

## **Intro:**

Set in a dark environment with rain, a recorded video message is replayed in a window that looks like the game's main interface: A weird old man introduces himself as Professor Alfred Luzian von Hoffenhasselbrock. In a thick German accent, he tells you that you are a distant relative and that something terrible has happened at the Rainbow Reactor, the famous institution that supplies the entire city with power. He goes on to say that you are the only one who can save the city and his family. Lastly, he apologizes for not being able to fully disclose what has happened, and also for the fact that you will have to work with Dottie, an apparently very grumpy flying robot, who manages the factory.

## **Beginning of the game:**

You find yourself in an elevator, which serves as the game's main menu. Here, you can set your VR movement and comfort options, set audio volumes, subtitles etc.

You have the choice to begin a game of Arcade Mode or Story Mode.

In Arcade Mode, you can try and play through 9 consecutive levels of Match-3 action. Also, you can access each unlocked level in "Single Shift" mode to practice or improve your score on the online leaderboards. Using modifiers, you can make the game easier or harder, applying multipliers to the score which reflect the change in difficulty. For Arcade Mode, these "mods" have to be bought in Story Mode first to access them.

So, Story Mode constitutes the main part of the game. Once you start this mode, the elevator door opens. Dottie comes flying in to greet you, blocking you from entering the building. First, she tells you that you can bring up your "Watch Menu" by pressing the Square or the Cross button. She quickly tells you that you can browse this menu with four arrow buttons located in the corners of the interface. Then, she makes way to let you come in.

In the main room of the reactor, everything seems to be standing still. Dottie tells you that the reactor is in a state of disrepair, as the most important part of machinery has stopped working. Supposedly YOU are the only one who can do something about it, but she wonders why, as humans are imperfect and hardly do any good, in her opinion. You also notice there are old crates and color splats everywhere.

*FUSE FINDER: If you turn around right after entering the main room, you'll find a small fuse right on top of the left door pedestal.*

Then Dottie asks you to go to the main platform. This is an elevator, and she tells you the upper floors are currently blocked and you should use the controls to go down. The elevator is operated by a lever you have to pull constantly to move, so you have the feeling of being “in control”, as otherwise, the moving could cause motion sickness to some players.

You get to the 1<sup>st</sup> floor (Ground Level Floor).

Looking around, you see a kind of vending booth with a sign reading “GIFT SHOP”, but it is closed with the shutters down. On the other side, you see a barrier with a sign reading “under construction”, which is hindering your progress. Dottie explains that there is not enough power for anything and urges you to ride the elevator further down.

Then you arrive in the basement.

Right in front of the elevator, there is another reactor pool. Like the other pools, it has a big, buzzer-like “Start” button, but it doesn't work. Dottie asks you to look around, and following the path to your right, you come to a “power panel” with a big lever and three sockets for fuses, which are empty. Dottie asks you to find a fuse. At the other end of the large room, you find a fuse sitting on a crate and pick it up. Once you let it go, it flies towards your belt and Dottie tells you that your belongings are stored there. You can look down towards your waist to see what you have, and pull objects from there when you want to use them.

So you go back and put the fuse into the correct socket of the fuse box, which will highlight once the fuses hovers over it. Then you pull the big connector lever. The lights go on and Dottie instructs you to press the start button of the reactor, but it still doesn't work! It turns

out you will have to turn up three valves for the “chroma fuels” of Cyan, Magenta and Yellow colors. This is a little minigame, where there is a gauge above every valve and you have to set the pressure into the “green zone” on the dial, but since each valve you turn also affects the pressure on the two other pipes, it needs some thinking ahead (or prolonged effort) to land the dial in the “green zone”.

### **LEVEL 1:**

Now the reactor is ready and the big button to start it is powered. Pressing it will activate the first reactor level. Dottie gives a speech introducing the basics of chroma balls and reactions: You have to pick up the balls from the rails and throw them into the hex grid of the “cooling pool”. Once three or more same-colors balls arrive in adjacent positions, they will release their energy. You'll have to reach a certain number of reactions to power up the reactor, and do so before you make too many mistakes, which are called “Strikes” here.

Note: After turning on the power, there are also two “Museum Boards” that become active, one of them being a tutorial with more information on how to play.

### **LEVEL 2:**

After beating the Match3-game, Dottie tells you that this was only the beginning and you would have to load the second reactor now. You go around a corner to reach it, but the start button is off, and on top of that, it is covered in a paint splat! Dottie tells you that the reactor is really in bad shape, but that humans should at least be capable to do basic cleaning tasks. To do that, you should get some equipment to remove chroma splats. She tells you to go to the 2<sup>nd</sup> floor via the elevator.

After arriving on the 2<sup>nd</sup> floor, you are asked to get a mop from the cleaner bot's room. You can access the door now, which was previously unpowered. So you get the scrubber, and then you can return to the basement and wipe the color off the 2<sup>nd</sup> reactor's start button, so it becomes active and you can play.

After beating the level, Dottie says maybe you're not totally useless – you could at least clean up all the other paint splats in the area to get a reward! So you do that, clean all splats from the floor in the area you can already reach, and Dottie awards you 100 ChromaCoins for it. Your “wrist watch” vibrates to let you know of the gained riches.

### **LEVEL 3**

After you got the ChromaCoins, Dottie tells you to go to the Gift Shop, which is now open, and buy a wrench with the money you just earned. The wrench can then always be pulled from your belt, after you bought it, same as the scrubber.

*Note: In the store you can also buy “modifiers” which are quite expensive and can be activated with your wrist menu. They will make the game easier/harder and change the point rewards. On another page, you'll find cosmetics: New glove designs for your hands. The price structure of all items ensures that you will definitely have left enough ChromaCoins to buy the wrench for 10 CC.*

Now Dottie tells you, she feels a bit bad that she made you pay for the wrench with your hard-earned money, and that from now on, she will give you some extra ChromaCoins if you rid areas of color splats with the scrubber.

With the wrench, you can now go to the Under Construction barrier and unscrew the nuts, so the barrier falls down and you can pass. On the other side you find a keypad with a sign reading “Security Station”. Dottie tells you that it can be used to power the reactors in the main room, but that she has to talk to you about color mixing first. She tells you to have a look at the “Color Wheel Poster”, which shows the six primary colors. She says that you can mix chroma balls into a new color by combining the two colors shown next to the one you want to make – but that this is a dangerous process, as combining opposing colors will cancel out the balls' precious energy, turning them into worthless sludge. To prevent that from happening, she asks you to show your understanding of the matter on the “Mixer”. This is a machine standing next to the color wheel which has 6 colors buttons and a flush button. Dottie asks you to make yellow first, so with a look to the color wheel, you decide that

you have to press the buttons for red and green to get yellow. Then she asks you to turn yellow into green, which you do by adding cyan. Lastly, she asks that you flush and mix magenta. The color wheel shows that you'd have to press red and blue after flushing, to get magenta.

*FUSE FINDER: In the area behind the now unscrewed barrier, continue into the opposite corner from the Mixing Station, past the green splat on the floor. You'll find a fuse on the big round pipe pedestal. Also, there is another fuse on the Mixing Station.*

Now Dottie is satisfied and tells you that the code for the Security Station is 1234. *(Note: Codes work only after you actually learn about them in the game - entering them out of sequence will not work)*

You enter the code on the keyboard and can now proceed to play Reactor 3. Completionists will also find one more color splat to clean, as well as two "Small Fuses" in the area around the security station, as described above. Also, you will have noticed another "Under Construction" board in the basement on your travels, so if you like, you can go there, unscrew it with the wrench and clean more splats there, to get more CC for the Gift Shop. In that same area, there is also a "Museum Video Board" which does not work. Dottie tells you you could open up the panel with your wrench, so you unscrew the four nuts and see that a fuse is missing. Looking around the building, you can find these smaller, rectangular fuses and put them into the board to learn more about the world of the Rainbow Reactor and its slightly eccentric proprietors.

*FUSE FINDER: Another fuse can be found on one of the pipes behind the two stacked boxes on the left hand side when entering after you have unscrewed the barrier.*

Now, observant players will notice some "wall boxes" that are also bolted shut with the same type of black-and-yellow bolts, so they too can be opened. Inside, you will find another small fuse each.

Then you play the 3<sup>rd</sup> level.

## **LEVEL 4**

After beating the 3<sup>rd</sup> level, Dottie tells you that power levels are rising now, so you should get to Reactor #4. Turns out, the way is

blocked by some crates though, so Dottie tells you to look for a new tool at the Gift Shop. You find out that an axe can now be bought for 10 CC. Again, prices of all available items dictate no matter what else you buy, 10 CC will be left to get the axe.

After smashing the crates to proceed, Dottie tells you that you will now get CC for ridding entire areas from crates. So you can smash up everything you find in that small section of the room to get 40 CC. Arriving at Reactor #4 however, Dottie tells you this is not working yet, as you have to re-start the production of Red, Green and Blue chroma balls first. So you head down to the basement again and smash crates that previously blocked the way to the RGB Valves. After repeating the mini-game with the valves, you can go back to the 1<sup>st</sup> floor and start playing level 4.

*FUSE FINDER: Right opposite the Reactor 4 playing position, an opening on the right side of the clunky metal object holds a fuse.*

Completionist however can power up another museum board next to the RGB valves. The video will tell them that the professor's favorite number is 2997. By entering it into the nearby keypad, an automatic door can be opened that will give you access to more splats, a pile of crates and another wall box. Also, the whole basement can be rid of splats and crates, except for the splats on the wall of course, which you can't reach yet.

## **Level 5**

After beating level four, Dottie is pleased and tells you to go up to reactor 5 on the 2<sup>nd</sup> floor. It turns out the pipe rig is stuck there, and she asks you to find the override mechanism. At the edge of the elevator platform, you find a strange orange box with LED indicators, which Dottie calls a "crank receptacle". The crank is missing however, so she advises to look at the Gift Shop to see if Riegfried, the shop's trusty robotic vendor, has it on sale.

Also, Dottie tells you that despite being a human, you aren't half bad, so you now get the chance to complete "Dottie Tasks" when playing Match-3 levels. These tasks are for example, "get 10 quadruple reactions on level 3", or "get so-and-so many points on level XY". You find these tasks in your menu, and completing them will give you more money. So if you run out of money to buy crucial

items in the shop, you'll have to do more side tasks like cleaning splats, breaking crates, restoring museum boards or – if all else fails – compete for Dottie Tasks. Some thinking ahead is required here, as each task can be done only once, so it's not the best idea to shell out all the money for cosmetic items and then find the tasks you need to complete to get the money for crucial items become harder and harder.

At the shop, you find that there is no crank, but instead, an elevator fuse has come on sale. Dottie tells you to buy it. Once you have acquired the fuse, you have to put it into the Fuse Box in the basement. Now the elevator has enough power to go to the 3<sup>rd</sup> floor.

*FUSE FINDER: On the way up between floor 2 and 3, stop the elevator to grab another fuse from a ledge on the main reactor shaft.*

Up there, you can get a nice glimpse of an area you cannot play yet. But of course, as with every new area, you can start scrubbing the floor to get CC, break crates or look for fuses. Eventually, you'll come to a ladder which leads down to a suspended walkway.

*FUSE FINDER: A fuse is attached to the backside (left) of the museum video board.*

At the end of this walkway, there is another ladder that leads to a very narrow area of the 1<sup>st</sup> Floor, which you have to follow for a while, to find another ladder that leads to the 2<sup>nd</sup> Floor again.

*FUSE FINDER: About halfway through this passage, you can go left to pick up a fuse from a big pipe base.*

Now you find yourself on a narrow ledge where you see the crank hanging from the wall. As per Dottie's instruction, you take and insert it into a crank receptacle at the end of the ledge and turn it, which slowly rolls down a "drawbridge" walkway that connects to the main walkway near the elevator platform. You start towards the reactor, but to your dismay, find out that the elevator is still up on the 3<sup>rd</sup> floor! Dottie makes a joke breaking the 4<sup>th</sup> wall by saying "They've got to be kidding", alluding to the creators of the game, or the constructors of the factory, in equal measure. You start to backtrack your steps, which Dottie uses as an opportunity to warm up a bit. She tells you it has become a bit lonely in the factory and that she was heartbroken that the Professor left so suddenly,

intensifying the mystery the professor had alluded to in the introduction video.

Witty, impatient players can of course avoid this monologue by choosing the “return to menu” option in their Wrist Menu, which will teleport them back to the main room and lower the elevator platform to the 2<sup>nd</sup> floor. This option is deliberately left in and has no adverse effects on story playthrough.

If you do take the long way back though, you'll come across another lone crank receptacle which you can now operate. It will move a ladder on the other side of the room in position, so you can use it to clean more splats, smash more crates and find more small fuses.

*FUSE FINDER: One of these fuses is sitting on top of a golden pole on the path to the left, the other sits on a pipe behind the 8th museum board, which you can only reach after arriving at reactor 8.*

Arriving at the 5<sup>th</sup> Reactor again, you use the crank receptacle to move the pipe rig out of the way. Now you can complete level 5.

## **Level 6**

Level 6 is reached by a very narrow walkway, more like a steel beam, which can be extended by use of a crank receptacle. As you step on it, Dottie says she hopes you're not afraid of heights. Once you arrive at the reactor's start button, it turns out that it is unpowered.

Dottie kind of apologizes and says this reactor needs “High Chroma Fuel Pressure” to operate, so you have to go back on that narrow beam. Then she tells you to go to the basement and look around. You come across a keypad, and she tells you the code. That gives you access to a ladder, which brings you into a walled-off section of the 1<sup>st</sup> floor (Ground Level Floor), where you do the “valves minigame” again, in order to increase the pressure from reactor 6 upwards. On these reactors, the balls will now come at double frequency!

*FUSE FINDER: Opposite the valves minigame, there is a fuse sitting on a horizontal pipe.*



The increased power will allow you to start level 6. Again, you have to backtrack though, which Dottie makes clear is in contrast to other “Metroidvania” type of games.

*FUSE FINDER: A fuse is attached to the side of the ladder that leads down.*

Again, she uses the opportunity to voice her disdain for the Professor's sudden disappearance, inadvertently giving you a hint that the Museum Board Videos are important for you to see.

*FUSE FINDER: Going onto the other narrow beam next to Reactor 6 rewards you with another fuse.*

## **Level 7**

After beating the 6<sup>th</sup> level, Dottie tells you that reactor 7 is ready now. You arrive at the 3<sup>rd</sup> floor to play it, but now you make the unpleasant acquaintance of acid balls: They are a byproduct of the newly increased reactor pressure, unfortunately. Touching them results in a strike, same as letting them fall to the floor! So you inadvertently fail this reactor and Dottie tells you the only way to handle an acid ball is to “kill it with fire”. She says to go down to the 1<sup>st</sup> floor and look for the heater. You come across another keypad, which Dottie now “remembers” the code for (i.e. she didn't trust you with this information before). This keypad lowers another drawbridge, so you can now approach the heater. It's quite a mean mini-game where three buttons control five lights, all of which have to be green. Each button cycles the lamps by applying two different sets of binary manipulations to the lamps. So you either need to pay A LOT of attention, or you'll randomly have to press buttons til you get lucky. To help impatient players out, the Museum Board next to the heater shows the correct sequence of button presses in a thinly veiled way (Press button 1 once, press button 2 twice, press button 3 twice).

*FUSE FINDER: right across from the water basin of the heater, you'll find a fuse on the low ledge next to it.*

Once all five lamps are green, the heater starts up and you can see flames shooting up through the control window. Also, there is a water basin attached to the side which now lets off steam. Then you can go back to the 7<sup>th</sup> reactor. Directly below the chroma ball carrying rails, where the balls fall that you don't pick up in time,

there is a burning flame on each side now, which will safely destroy acid balls.

## **Level 8**

After you beat level 7, Dottie complains again (in case you've tried to walk along there before), that there are nasty spiderwebs blocking the way to the 8<sup>th</sup> level reactor! She really hates spiders and won't allow the player to continue, or even to touch the webs with tools, which supposedly makes her sick. Fortunately, there is a new tool at the Gift Shop. It turns out to be a "Steam Gun" which is a power washer that needs hot water to function. Dottie tells you she is sure that you know where to get the water, so you head to the heater and hold the gun into the water basin, which makes its water gauge fill up.

Now, you can shoot off the cobwebs and pass through. You now have access to the Level 8 reactor, as well as to another Crank Receptacle. It's not really clear what this one does on first glance, but in fact, it creates a connection to some other walkways in the distance. There, you can do more cleaning, find fuses, break crates and activate another museum board.

*FUSE FINDER: Now you can access the fuse that is sitting on a pipe behind the museum board number 8 on that remote walkway.*

## **Level 9**

Once you beat level 8, Dottie is very happy, as you have almost restored the Rainbow Reactor to its former glory. She tells you that now there is enough power to use the VIP ELEVATOR, which you have gotten to know only as the cleaner bot's room so far. You only need to buy the fuse for it from the Gift Shop, and it's another mandatory item that is a *little* more costly, so players who have not done any side tasks so far, will have to earn at least 50 CC to get it. Plugging the fuse into the basement fuse box will finally give you access to the roof area on the 4<sup>th</sup> floor, where you have a nice view over the whole city.

*FUSE FINDER: A fuse can be found on the pipe behind the stack of crates on the first dead end on the left hand side after exiting the elevator.*

You begin to play, and is the hardest level yet! After you beat it (possibly using modifiers to make it easier), you have beaten the game! Dottie is finally happy and even starts a little fireworks display for you! She also opens up the Cocktail Bar, where an alcohol free drink “made from tasty chroma paste” is waiting for you to enjoy while you watch the end credits. So, as someone who only wants to play through the story once to unlock items and levels for arcade mode, you are done now.

Should you decide to stick around til the end of the credits, and especially watch the nearby, final Museum Video, you'll find out there's more to Dottie than you may have thought! Hints are pointing towards the fact that you need to mix a special drink for her, in order to make her regain her lost memories. If you pay attention to the Museum Board Videos, you'll piece together that you need to make a magenta-colored drink in a champagne flute and decorate it with a chili bean and a falling star. That will trigger the “true ending” of the game with its own trophy. Also, Dottie will give you access to the firework's controls, so you can shoot off some rockets at will. This finally concludes the game, but of course, completionists are free to finish the trophies for cleaning all splats, breaking all crates and finding all the Small Fuses, so they can finally gain the Platinum Trophy.

**THE END**