



BATTLEGROUND™

MAX QUEST® DRAGONSTONE™

Max Quest: Dragonstone Battleground is an expansive action-adventure experience offering rich gameplay. This latest addition to the epic Max Quest story will provide a broad range of engagement at an unprecedented level, including exciting play, gathering fragments of the fabled Dragon Stone, spins on a Mini-Slot, and more!

In Max Quest: Dragonstone Battleground you will compete head to head against other players for the highest score, with the prize pot up for grabs!

Battle your way through hordes of vicious foes as you seek the fragments of the mystical artifact known as the Dragon Stone. Scale impossible cliffs, cross ancient courtyards, and infiltrate the castle of the Dragon, collecting fragments as you go until the artifact is complete. Assemble the fragments of the Dragon Stone and summon the dangerous black Dragon who sleeps between worlds, waiting to wake and shake the heavens with its thunderous roar.

Defeat enemies to win spins on the minislot, or unlock turret upgrades and special weapons to help you score the points needed to crush your opponents in Max Quest: Dragonstone Battleground!

How to Play

Compete against real players in real time to defeat enemies! Highest score wins the round prize!
Each round lasts 90 seconds, and ends with the victory of the player who has the highest score.

THE BASICS

The objective of the game is to win the pot reaching the highest score by firing bullets at the targets [enemies]. Fire bullets at the targets [enemies] depicted on the game screen by either pointing the mouse cursor at the target and left-clicking, or by tapping the targets on screen to fire a bullet.

You have unlimited shots with the base level 1 Turret. Enemies have a chance to drop TURRET POWERUPS, which increase its bet level by 1, and awarding you 20 shots per powerup. You can keep collecting powerups to a max level of 3.

In the case that the fired shot does not strike your target, the turret shot will bounce off the edges of the screen until it hits another enemy. You can only have a maximum of 10 active turret shots at any given time. In the rare event of server failure, the current round is voided completely, and all wagers and purchases are returned to the player.

TARGETS [ENEMIES]

Each game round consists of enemy targets moving through the game screen. Entering through edges and depicted hallways, each enemy follows a random movement path until they are destroyed.

Take aim and fire directly at enemies with a single left-click / tap, or “Lock On” to any target to ensure their shots always hit that specific target. With Auto-Fire and Auto-Lock modes, the game can be configured to automatically target and fire upon the enemy of your choosing.

STARTING A ROUND

Before the round starts, you must confirm your previously chosen buyin with the CONFIRM BUY-IN button. Once you confirm your buy-in you will be seated for upcoming round. You can leave your seat and return to the lobby at any time before the round starts by clicking the (X) button in the upper right corner.



PLAYING TO WIN

In order to win the pot, you must score the highest during the round. Your score is increased by shooting and killing the enemies on the screen. Your score, as well as the other players scores can be seen on the scoreboard on the left side of the screen. In the event of a tie, the pot will be split between the tied players, minus the rake.



KEEP ON WINNING

After the round is completed and the results are shown, you can immediately buy-in for the next round by clicking the "Play Again?" button. If you wish to return to the lobby to change worlds or select a different buy-in amount, click the "Change World/Buy-in" button.



Regular Enemies

When a bullet strikes an enemy there is a chance it will kill the enemy. Some enemies are rare and will show up with less frequency than others.

Brown Spider



Payout: x2

Black Spider



Payout: x3

Brown Rat



Payout: x4

Black Rat



Payout: x5

Bat



Payout: x6

Raven



Payout: x7

Plagued Imp



Payout: x8

Gluttonous Imp



Payout: x9

Skeleton



Payout: x10

Skeletal Commander



Payout: x12



Goblin

Payout: x14

Hobgoblin



Payout: x15

Regular Enemies



Spectral Goblin

Payout: x16



Gargoyle

Payout: x18



Orc

Payout: x20



Knight's Armor

Payout: x22



Tarnished Armor

Payout: x24



Champion's Armor

Payout: x25



Red Wizard

Payout: x26



Blue Wizard

Payout: x28



Purple Wizard

Payout: x30



Dark Knight

Rare!

Payout: x32



Ogre

Rare!

Payout:
x10 - x35

Swings his club,
casting RAGE and
causing spikes
to erupt from the
ground.



Cerberus

Rare!

Payout: x35

Each head is a
separate enemy!

Specter Enemies

These special Specter Enemies can explode after defeat, harming nearby enemies.



Spirit Specter



Fire Specter



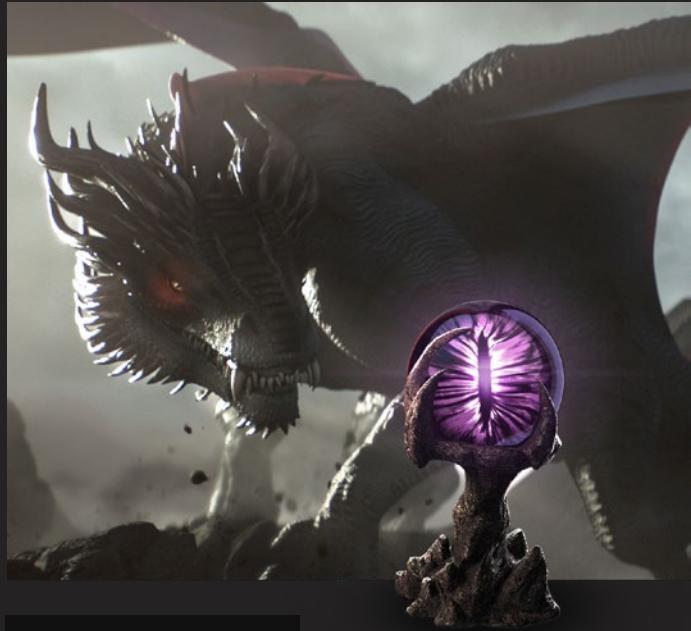
Lightning Specter

Payout: x18 – x38

Payout: x50

Payout: x80

The Dragon



Payout: x1 – x50

Collecting 8 fragments of the Legendary Dragon Stone will trigger the appearance of the Dragon in a special boss battle.

These fragments can be collectively obtained by all members in a game room, and can be gained from enemy drops. While fighting the Dragon, you are in competition with other players in the room and a score will be tallied.

If not defeated, the Dragon will eventually fly away and must be summoned again by collecting 8 fragments.

When the Dragon is defeated, the spoils are split between all players who scored. A 2x multiplier to the total payout from the Dragon is awarded to the player who has the highest score when the Dragon is defeated. The fragments are reset at the end of every round.

WEAPONS

The standard base weapon is the Turret, which can be aimed by using the onscreen crosshair. The base level 1 weapon has infinite ammunition.

The bet level cannot be manually changed. Bet level powerups that last for 20 shots each can be earned through enemy drops, and powered up shots can stack. Powerups are only valid for the base Turret weapon. There is no compensation for unused powerup shots at the end of the round. When upgrading from level 2 to level 3, any unused level 2 shots are converted to level 3 shots. If you are already at the max level, any further powerups will be converted into more shots at bet level 3.



Turret

The base weapon available at all times.

Area of Effect: 1 Target Enemy

Special Weapons

In addition to the base weapon, the Turret, Special Weapons can be won. All enemies except for the Dragon may drop Special Weapons when they are killed. These Special Weapons are stronger and can affect one or more enemies. Use the Special Weapons wisely: they are most effective when used against strong enemies or groups of enemies.

Special Weapons do not require a wager to fire. Special Weapon shots do not bounce off walls, but instead will target the nearest enemy to where you clicked.

Weapons cannot be switched. Special Weapons are used as soon as they are won. If multiple Special Weapons are won, they will be used in the order in which they were obtained. Unused Special Weapons are not compensated at the end of the round.

Special Weapons



Railgun

Launches a slug of metal at an enemy at hypersonic velocities, scoring big wins against up to 9 enemies.

Area of Effect: Multiple Enemies



Plasma Rifle

Fires a stream of super-heated plasma that deals massive hits against up to 15 enemies.

Area of Effect: Multiple Enemies



Cryogun

Freezes enemies with a blast of super-chilled gas. Can freeze up to 16 enemies.

Area of Effect: Multiple Enemies



Flamethrower

Engulfs an enemy in a stream of burning napalm. Can hit up to 16 enemies.

Area of Effect: Multiple Enemies



Artillery Strike

Smoke grenade calls down an artillery strike on its location, scoring enormous wins against up to 26 enemies.

Area of Effect: Multiple Enemies

FEATURES

Critical Hits

Special Weapons have the potential to deliver a Critical Hit to the enemy with every shot fired.

Critical Hits can affect any enemy except the Dragon and the Specter Enemies! Critical Hits apply a multiplier to the amount won from the shot fired.



Win a spin on a 3-reel Mini-Slot!

Any standard shot at any enemy, except the Dragon, can win an instant spin on the in-game Mini-Slot!

3 spins will be awarded. Spins on the Mini-Slot can only be won through level 1 Turret shots.

The Mini-Slot can be played during battle with the Dragon. 3 of a Kind WINS!



Desktop Controls



Mouse Symbol / Crosshair

The player's cursor acts as the crosshair of their weapon. Any fired shot will hit wherever the cursor is pointed.



Fire Weapon

Fires the current weapon at the location indicated by the crosshair. If no enemy target is present at the location of the crosshair, the bullet will bounce off the edges of the screen until it hits an enemy target. Holding this button down allows for continuous fire until the button is released.



Lock Target

Locks onto the selected target, which will then show a targeting reticle. Any shots fired by the player will hit this target, no matter what is in the way. After that enemy is killed, the game will automatically switch to the next closest target that your turret has a clear line of sight. Right Clicking on empty ground will clear the target lock and return to the normal shooting mode.



Keyboard Commands

Spacebar: Fires the currently selected weapon wherever the cursor is pointing. Hold down to fire continuously.



Auto Fire

Enables/disables Auto Fire mode. When enabled, the game will automatically target the nearest enemy to your position and start shooting automatically. After that one is destroyed it will target the next nearest target.

Mobile Controls



Finger Tap

The player's finger tap position designates the intended target. Any fired shot will proceed to the location where the screen is tapped.



Fire Weapon

Fires the current weapon at the location indicated. If no enemy target is present at the location of the crosshair, the bullet will bounce off the edges of the screen until it hits an enemy target. Holding their finger on the screen allows for continuous fire until the player stops touching the screen.



Lock Target

Tap the crosshair button and then tap an enemy to Lock On. It will then show a targeting reticle on the chosen enemy. Any shots fired by the player will hit this target, no matter what is in the way. After that enemy is killed, the game will automatically switch to the next closest target that your turret has a clear line of sight. Tapping on empty ground will clear the target lock and return to the normal shooting mode.



Auto Fire

Enables/disables Auto Fire mode. When enabled, the game will automatically target the nearest enemy to your position and start shooting automatically. After that one is destroyed it will target the next nearest target.



Settings

Opens the Settings Panel. Note: Gameplay continues in background.



Sound

Turns all sounds off or on.

General Game Details

Game Type:	Action
Game Name	MAX QUEST: DRAGONSTONE BATTLEGROUND
Release Date	TBA

Technical Details

Platform Availability	Desktop (HTML5); iOS, Android
Game Version	1.0
Paytable Version	1.0
Desktop Resolution	Min Recommended: 1280x720
Mobile Resolution	Min Recommended: 960x540
Jurisdictions	Malta

Malfunction or misuse voids all pays and plays.
Game Rules and Payout Information can be found in the game's HELP panel.