



MAX QUEST<sup>®</sup>  
SECTOR X<sup>™</sup>



# How to Play

Max Quest is a fixed odds game with a random chance of winning per wager.

The **Return To Player** (RTP) is 97.50%

## The basics

The objective of the game is to 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.

**Every bullet fired constitutes a wager.** When a fired bullet hits an enemy, it has a chance to destroy that enemy. Once destroyed, an enemy awards a prize.

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. If any shots remain in the air at the end of the round without having hit any target, your wager will be returned to you. You cannot change your bet while you have active shots in flight. In the rare event of server failure, the current round is voided completely, and all wagers and purchases are returned to the player.

Each round lasts approximately 5 minutes, and ends once all enemies have left the screen or have been destroyed. Coin denomination and bet level have no effect on RTP. Every coin denomination plays the same. Coinciding wins are added together on-screen when awarded to players.

## Launching a game

After first loading the game, players are presented with the Main Game Lobby. The Lobby acts as a central hub to the Game Rooms. These rooms are shared spaces where up to six (6) players can compete simultaneously for cash.

Rooms are allocated based on the cost-per-bullet, or wager value. Players choose from a range of wager values and are automatically assigned a room to play in. The cost will be deducted from the player's balance each time they fire a shot.

## Targets [Enemies]

Each game round consists of enemy targets moving through the game screen. Entering through edges, 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.

## Variations

The game comes in 2 variations: with Auto-Fire and without Auto-Fire. This document outlines specifics for game variation where Auto-Fire is enabled, allowing the player to automatically fire bullets with the active weapon. In the version without Auto-Fire, mouse click / finger tap is needed for each bullet shot.

## Regular Enemies

When a bullet strikes an enemy there is a chance it will kill the enemy. Payouts are multiplied by the bet amount.



Malachite Eye Flyer

Payout: x2



Amber Eye Flyer

Payout: x2



Amethyst Eye Flyer

Payout: x3



Citrine Eye Flyer

Payout: x3



Jellied Skyswimmer

Payout: x3



Malignant Ray

Payout: x4



Emerald Jumper

Payout: x4



Sapphire Jumper

Payout: x5



Albino Jumper

Payout: x5



Grotesque Slug

Payout: x6



Invader Trooper

Payout: x7



Spiked Triclops

Payout: x8



Buzzing Watcher

Payout: x9



Ocular Terror

Payout: x10



Nimble Jumper

Payout: x12



Scarlet Glider

Payout: x15



Azure Devourer

Payout: x16



Crimson Devourer

Payout: x17



Albino Devourer

Payout: x18



Yellow Devourer

Payout: x19



Fluttering Screecher

Payout: x20



Invader Commander

Payout: x22



Cyborg Raider

Payout: x25



Trinocular Leaper

Payout: x28



Crawling Hellmouth

Payout: x30



Razortooth

Payout: x35



Spiked Beholder

Payout: x40



Darkwing Mutant

Payout: x45



Hivemind Overlord

Payout: x50



Living Magma

Payout: x55



Rampaging Behemoth

Payout: x60



## Enemy Entourage

Rare!

This enemy will appear on screen surrounded by a number of other smaller enemies circling around it. If you destroy all the circling enemies, the central enemy becomes vulnerable and pays out a BIG win when destroyed! Note: Locking onto the central enemy will cause auto-target to fire at all the surrounding enemies first.

Payout: x75 – x115

## Mega Enemies

Rare!

These extra large enemies are worth more than standard pays!



Mega Cyborg Raider

Payout: x200



Mega Rampaging Behemoth

Payout: x300

## The Four Bosses

One of the 4 Bosses can spawn randomly at any time for a special battle. Every time they take damage, these bosses award a payout until their HP reaches 10%. Once the Boss HP reaches 10% it will start to flash red and become ENRAGED. Once the boss is ENRAGED it will no longer award any payouts until it is finally killed.



Payout: x2 – x15 per hit



Payout: x2 – x15 per hit



Payout: x2 – x15 per hit



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## Capsules

Frequent capsules will appear during every round of gameplay. These capsules can contain a wide range of tools or prizes that can affect the game!

Each capsule can contain one of the following:



### Money Wheel

Triggers a spin on the Money Wheel!



### Arc Lightning

Summons forks of lightning down on enemies, attacking and killing them!



### Multiplier Bomb

A bomb appears and kills several enemies, with potential for a multiplier!  
Doesn't damage bosses.



### Flash Blizzard

All enemies are frozen in place for 10 seconds!



### Enemy Seeker

A card appears and reveals an enemy type, killing all of that type!  
Doesn't damage bosses.



### Laser Net

A laser net appears and can kill some enemies!



### Chain Reaction Shot

A bullet appears and kills several enemies!  
Doesn't damage bosses.

## Turrets

Game rooms are sorted by the cost of each bullet. Select a cost per bullet value from the lobby to be taken to the first available room of that type.

Coin denomination and bet level do not change the chances of winning. It only changes the amount wagered and won.

The standard base weapon is the Turret, which can be aimed by using the onscreen crosshair. The Turret has 5 bet levels. This can be adjusted up by increasing your bet per shot. The shot payouts will get bigger as the Turret rises in level. Making your bet larger by leveling the Turret only increases the amount wagered and the potential amount won.



## Critical Hits

Every shot has the potential to be a Critical Hit!

Critical Hits can affect any enemy except the 4 Bosses, Mega Enemies, and Capsules!

There is a random chance you will get a Critical Hit on an enemy, killing it instantly and awarding an additional payout on top of the normal payout. This payout can receive a multiplier of 1x, 2x or 3x. The bigger the enemy, the more likely to get a higher multiplier.

# GAME SCREENS

## Main Lobby

The Lobby provides the player with the Game Room selections and access to settings and more.

## Game Room Selection

In the Main Lobby, players are presented with a number of rooms to play in, each one corresponding to one of the available Cost Per Bullet ranges as configured by the Operator. If there are no rooms with available seats for the chosen range, a new room will be automatically created. The Lobby also allows players to customize their displayed name.



- **Avatar Name:** Shows your currently displayed player name.



## 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. If Auto-Lock is enabled, the game will automatically switch to the next available target that matches the criteria chosen by the player in the Fire Control panel. 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.

**Cost per Shot Indicator:** Displays the cost per each shot.

## 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. If Auto-Lock is enabled, the game will automatically switch to the next available target that matches the criteria chosen by the player in the Fire Control panel. Tapping on empty ground will clear the target lock and return to the normal shooting mode.

**Cost per Shot Indicator:** Displays the cost per each shot.



## Fire Control Panel

Opens the Fire Control Panel, where you can configure the settings for Auto-Fire, Auto-Lock and other options.

Lock On Target: When active, the game will automatically target the next enemy on screen depending on which Target Mode is selected.

Target Mode: Target LOW: Will target the next available enemy with the lowest value. Target SAME: Will target the next available enemy with the closest value as the previously locked target had. Target HIGH: Will target the next available enemy with the highest value.

Auto Fire: When active, the game will automatically fire at a locked on target with the active weapon. If no target is selected, holding down the fire button will cause the game to fire continuously at whatever the cursor is pointing at.

Fire Speed [> >> >>>]: Configures the speed that Auto Fire will fire shots. > denotes the slowest speed. >>> denotes the fastest.



## Settings

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



## Sound

Turns all sounds off or on.



## Back

Leaves the room and returns to the game lobby.



## Buttons

Changes the bet level.



# General Game Details

GAME TYPE:	ACTION
GAME NAME	MAX QUEST: SECTOR X
RELEASE DATE	MARCH 2023
RTP	97.50%
MAX POSSIBLE WIN FROM A SHOT	300 X MAX ROOM BET

# 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

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