



MAX QUEST[®] RISE OF THE MUMMY

Max Quest: Rise of the Mummy is an innovative, expansive role play and action-adventure experience offering rich gameplay, capped with popular social elements to keep players engaged. This truly intriguing chapter in the Max Quest tale will provide a compelling level of engagement, including exciting prizes, money wheel, and customizable appearances for the player's avatar. These features will enrich both the players' connection with the characters and the gameplay to an unprecedented level.

Journey to the ancient and myth-rich lands of Egypt with the intrepid crew of characters your players have come to know and love in the Max Quest saga, seeking Maximum Adventure on their travels to battle the primordial Gods and retrieve valuable treasures. The heroes are ready and willing to explore the depths of the storied tombs to gather relics of a gone age, even if they have to face the terrors still walking the dusty halls of dead kings and queens.

See the legendary Gods come to life as they rise to do battle with the adventurers, and face a fearsome host of enemies, including the mysterious Unstable Avatar! Win a chance for a spin on the Money Wheel with any fired shot!

Select an adventurer, customize your avatar, and prepare for the adventure of a lifetime in
Max Quest: Rise of the Mummy!

How to Play

Max Quest is a fixed odds game with a random chance of winning per wager. Like other games of chance, no skill is required to play.

The Return To Player (RTP) is 97.5%

THE BASICS

The objective of the game is to fire bullets at the targets [enemies] depicted on the game screen by pointing the mouse cursor at the target and left-clicking to fire a bullet. Every enemy in Rise Of The Mummy has a defined number of Hit Points, or HP. Enemy HP is reduced by attacks with the Standard Turret, or Special Weapons.

Damage determines the size of your payout. The more damage you do with your weapon, the higher your payout will be! Special Weapons do more damage to all enemies, especially groups and Legendary bosses!

Every bullet fired constitutes a wager. The fired bullet will hit the targeted enemy and reduce their HP. When the enemy's HP reaches zero, they are defeated. When the enemy is defeated, an award is returned to the player. Each enemy that is not a boss will randomly award 1 of 3 kinds of prizes: Cash, Special Weapons, or spins on the money wheel. No skill is necessary! In the case that the fired shot does not strike your target, the shot will bounce off the edges of the screen until it hits another enemy. You can only have a maximum of 10 active 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. Cash prizes are split proportionately between all players who did damage to the enemy. 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 and collectable prizes.

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. Special Weapons shots can be purchased on a pay-as-you-go basis during play.

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 either destroyed or exit the game screen.

Take aim and fire directly at enemies with a single left-click, 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.

If more than one player does damage to an enemy and it awards a payout, the payout is split proportionately based on the total amount of damage inflicted to the enemy.

Regular enemies

Enemies have levels that can range from 1 – 3. Their amount of HP rises with their level. When a bullet strikes an enemy there is a chance it will do damage to the enemy. Any damage done results in a payout. When the Enemy's HP is reduced to 0, they are destroyed and have a chance to award additional prizes such as free weapon shots or Money Wheel spins.



Scarab Hatchling

Level 1 HP: 20
Level 2 HP: 25
Level 3 HP: 30



Shadow Scarab

Level 1 HP: 20
Level 2 HP: 25
Level 3 HP: 30



Golden Scarab

Level 1 HP: 20
Level 2 HP: 25
Level 3 HP: 30



Ruby Scarab

Level 1 HP: 20
Level 2 HP: 25
Level 3 HP: 30



Bejeweled Scarab

Level 1 HP: 20
Level 2 HP: 25
Level 3 HP: 30



Swarming Locust

Level 1 HP: 30
Level 2 HP: 40
Level 3 HP: 50



Devouring Locust

Level 1 HP: 30
Level 2 HP: 40
Level 3 HP: 50



Giant Scorpion

Level 1 HP: 80
Level 2 HP: 100
Level 3 HP: 120



Wrapped Minion

Level 1 HP: 180
Level 2 HP: 200
Level 3 HP: 220



Wrapped Shadowguard

Level 1 HP: 180
Level 2 HP: 200
Level 3 HP: 220



Wrapped Spiritguard

Level 1 HP: 180
Level 2 HP: 200
Level 3 HP: 220



Tahawy Warrior

Level 1 HP: 180
Level 2 HP: 200
Level 3 HP: 220



Tahawy Commander

Level 1 HP: 280
Level 2 HP: 300
Level 3 HP: 320



Crimson Bataanta

Level 1 HP: 450
Level 2 HP: 475
Level 3 HP: 500



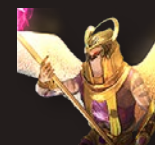
Emerald Bataanta

Level 1 HP: 450
Level 2 HP: 475
Level 3 HP: 500



Cursed Brawler

Level 1 HP: 700
Level 2 HP: 750
Level 3 HP: 800



Horus

Level 1 HP: 1200
Level 2 HP: 1350
Level 3 HP: 1500

Special Enemies

Special Enemies will randomly appear on the playing field! These enemies offer unique rewards and effects when they are defeated.



Infernal Forgemaster

Always drops a Special Weapon upon defeat!
Level 1 HP: 400 / Level 2 HP: 450 / Level 3 HP: 500



Unstable Avatar

Explodes when destroyed, dealing up to 5000 damage to nearby enemies.

Unstable Avatar

This mysterious enemy will explode when killed, potentially destroying all enemies on the playing field, except for Legendary Bosses and Infernal Forgemasters, instantly awarding the sum of their payouts to the player, up to 500x their wager. Unstable Avatars only award prizes when destroyed. This enemy has no fixed amount of health, and every shot has a small chance of killing him.

Legendary Bosses

Any time an enemy is destroyed, there is the chance of triggering the appearance of one of the 3 Legendary Bosses in a special battle.

Special Weapons do additional damage to the Legendary Bosses.

During the battle, the Legendary Bosses will award prizes as it takes damage.

Finally, a large prize is awarded when it is defeated.

Different Legendary Bosses may appear in the same round, but not at the same time.



ANUBIS
Afterlife's King

2500 HP



OSIRIS
Death's Judgment

5000 HP



RA
The Eternal Sun

7500 HP

WEAPONS

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.

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, up to a maximum of 5 coins per shot. The shot payouts will get bigger as the Turret rises in level.



Turret

The base weapon available at all times.

Area of Effect: 1 Target Enemy

Special Weapons

In addition to the base weapon, the Turret, enemies may drop Special Weapons when they are hit. 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 have a greater chance for Instant Wins and Bonus Wins! Special Weapons that are dropped by enemies do not require a wager to fire.

Free special weapons must be used immediately upon winning, and you cannot make any paid shots until all available free special weapons are used up. This also means you cannot change your bet level while free special weapons are active.

You can purchase a pay-per-shot Special Weapon at any time during gameplay! These shots multiply your wager depending on the chosen weapon. Simply click on the image of the Special Weapon you want to use on the left side of the screen. Free shots from dropped Special Weapons are played at the bet level they were won at, and the bet level cannot be changed until the free shots are used. Special Weapon shots do not bounce off walls, but instead will target the nearest enemy to where you clicked.



Use any Special Weapon at any time on demand by clicking the desired weapon's button on the left side of the screen. The Cost Per Shot of the weapon is indicated on the button.

Special Weapons



Mine Launcher

Launches a land mine at the target area that waits until an enemy comes near before exploding. Can hit multiple enemies.

Area of Effect: Multiple Enemies

Cost: 15x Current Wager

Fires a stream of super-heated plasma that deals massive damage to a single target.

Area of Effect: 1 Target Enemy

Cost: 25x Current Wager



Plasma Rifle



Flamethrower

Engulfs an enemy in a stream of burning napalm. Can hit multiple enemies.

Area of Effect: Multiple Enemies

Cost: 35x Current Wager

Freezes enemies with a blast of super-chilled gas. Can freeze multiple enemies.

Area of Effect: Multiple Enemies

Cost: 45x Current Wager



Cryogun



Artillery Strike

Smoke Grenade calls down an artillery strike on its location, inflicting high damage to multiple enemies.

Area of Effect: Multiple Enemies

Cost: 50x Current Wager



Critical Hits

All weapons have a random chance to deliver a Critical Hit to an enemy with every shot fired. Critical Hits from weapons are different for each weapon against each enemy.

Special Weapons have a greater chance to score a Critical Hit and can affect any enemy! Critical Hits apply a multiplier to the amount won from the shot fired. Multipliers are 2x, 3x, 5x, 7x, and 10x. Shots with the Turret can only receive a 2x multiplier.



Instant Wins

The chance for an instant win is dynamic, depending on the enemy's current HP and the weapon being used.

Instant wins can instantly defeat any enemy except the Legendary Bosses, Infernal Forgemasters, and Unstable Avatars, if its HP is low enough.

Instant wins award random prizes!



Bonus Win

If an enemy's HP is low enough, and your shot does more damage than what remains, it is considered a Bonus Win!

Bonus Wins award a bonus cash prize in addition to the standard prize won by doing damage to the enemy.

MONEY WHEEL

Any shot at any enemy except Legendary Bosses, with any weapon can win an instant spin on the Money Wheel.

Special Weapons have a higher chance to trigger the Money Wheel! Money Wheel and Special Weapons can be won simultaneously from one shot.

Money wheel can appear for each hit/miss of shot. Payout is random from array 25, 50, 100, 250, 500, 1000, 2000. The final payout for each wheel will be: multiplier from array * coin betLevel.



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 Bullets as configured by the Operator. If there are no rooms with available seats for the chosen coin denomination, a new room will be automatically created. The Lobby also allows players to customize the appearance of their avatar and their displayed name and review their overall life statistics for the game such as total number of kills and rounds played.



- **Avatar Name and Appearance:** Shows your currently displayed player name and avatar.
- **Total Kills:** The grand total number of enemies killed during play across all rounds played.
- **Game Rounds:** The grand total number of game rounds the player has played.

End of Round summary

At the end of each round, a summary is shown detailing the stats of the round. Special Weapons must be used in the round in which they were won. Any unused special weapons are lost at the end of the round.

MAX QUEST: RISE OF THE MUMMY Room 330006 / Round ID 20830465 Cost per bullet 0.02- 0.20

ROUND RESULTS

Thunderhawk2020

TOTAL DAMAGE DEALT
31510

FREE SHOTS WON	KILLS	BULLETS FIRED
0	261	883
MONEY WHEEL COMPLETED	MONEY WHEEL PAYOUTS	
0	+ 0.00	

1	Thunderhawk2020	31510
2	-	-
3	-	-
4	-	-
5	-	-
6	-	-

Waiting for new round

17 58 | BALANCE 100,028.36 | WIN 0.00 | Menu

- **Total Damage Dealt:** The total amount of damage dealt to enemies during the round.
- **Free Shots Won:** The number of free special weapon shots won during the round.
- **Kills:** The number of enemies destroyed during the round.
- **Bullets Fired:** The total number of paid shots the player made during the round.
- **Money Wheel Completed:** The number of money wheel spins won during the round.
- **Money Wheel Payouts:** The amount of money won from any money wheel spins that were won during the round.

GAME WINDOW



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 HP. Target SAME: Will target the next available enemy with the closest amount of HP as the previously locked target had. Target HIGH: Will target the next available enemy with the highest HP.

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



Turret

Switches between your equipped Special Weapon and the Standard Turret

General Game Details

GAME TYPE:	ACTION
GAME NAME	MAX QUEST: RISE OF THE MUMMY
RELEASE DATE	TBA
RTP	97.5%
MAX POSSIBLE WIN FROM A SHOT	5000 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
JURISDICTIONS	MALTA

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