



BATTLEGROUND™

MAX QUEST®

MISSION: AMAZON

Max Quest: Mission: Amazon Battleground is an innovative, expansive role play and action-adventure experience offering rich gameplay, capped with popular social elements to keep players engaged and excited. This next provocative chapter in the Max Quest legend will provide a mesmerizing level of engagement.

In Max Quest: Mission: Amazon Battleground you will compete head to head against other players for the highest score, with the prize pot up for grabs! Pack your gear and prepare for a journey of a lifetime into the depths of the South American jungle! Travel with the intrepid group of adventurers on their latest jaunt into unexplored lands with an unquenched thirst for treasure.

The jungle is thick and alive with flora and fauna, and some creatures have been charged with protecting the valuable riches hidden within. The heroes must battle them to win, including a thrilling lineup of new bosses, like the noxious Spider Queen and the fearsome Primal King of the Jungle!

Covered in the dust of the tombs of Egypt, the heroes valiantly hack their way into the unspoiled jungle to unlock the secrets long held within the tangled vines and towering trees. What legends will you discover as you accompany them for Maximum Adventure?

Prepare for the adventure of a lifetime in Max Quest: Mission: Amazon 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.



Carnivorous Ant

Payout: x6



Tiny Toad

Payout: x12



Venomous Wasp

Payout: x18



Slithering Serpent

Payout: x24



Invasive Poisoner

Payout: x36



Noxious Growth

Payout: x42



Vine Witch

Payout: x48



Emerald Maneater

Payout: x48



Crimson Chomper

Payout: x54



Jungle Runner

Payout: x60



Exploding Toad

Payout: x66

Explodes and leaves
Tiny Toads behind!



Spirit Scorpion

Payout: x75



Armed Warrior

Payout: x90



Crazed Guardian

Payout: x105



Stalking Jaguar

Payout: x120



Cerulean Skullbreaker

Payout: x135

Weapon Carriers



Rare!

Weapon Carrier
Plasma Gun

Drops Plasma Gun!
Immune to Freezing



Rare!

Weapon Carrier
Laser

Drops Laser!
Immune to Freezing



Rare!

Weapon Carrier
Cryogun

Drops Cryogun!
Immune to Freezing



Rare!

Weapon Carrier
Flamethrower

Drops Flamethrower!
Immune to Freezing



Rare!

Weapon Carrier
Artillery Strike

Drops Artillery Strike!
Immune to Freezing

Legendary Bosses

One or more of the Legendary Bosses have a chance to spawn after a random period of time, per round, initiating a special boss battle. Special Weapons do additional damage to the Legendary Bosses. During the battle, the Legendary Boss will periodically award prizes as it takes damage. A large prize is awarded when it is defeated. A 2x multiplier to the total payout from the Legendary Boss is awarded to the player who made the defeating shot.



SPIDER QUEEN
Arachnid Terror

Payout: x3 - x150



STONE GUARDIAN
Solid Destroyer

Payout: x3 - x150



PRIMAL KING
Lord of the Jungle

Payout: x3 - x150

Rare Gems

These priceless prizes can drop from any enemy when they are hit by a shot shot from the Turret!
Each Gem awards an instant cash payout when collected!



Sapphire

Payout: x30



Topaz

Payout: x75



Emerald

Payout: x120



Ruby

Payout: x240



Diamond

Payout: x380

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 Legendary Bosses 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 Weapon shots do not bounce off walls, but instead will target the nearest enemy to where you clicked. Weapon Carrier enemy can drop powered up versions of the Special Weapons that can be used. They offer a 2x, 3x, or 4x multiplier to damage.

Special Weapons do not require a wager to fire. 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



Plasma Rifle

Fires a stream of super-heated plasma that deals massive hits against up to 10 enemies.

Area of Effect: Multiple Enemies



Laser

Intense laser beam targets up to 10 enemies.

Area of Effect: Multiple Enemies



Cryogun

Freezes enemies with a blast of super-chilled gas. Can freeze up to 13 enemies.

Area of Effect: Multiple Enemies



Flamethrower

Engulfs an enemy in a stream of burning napalm. Can hit up to 14 enemies.

Area of Effect: Multiple Enemies



Artillery Strike

Smoke grenade calls down an artillery strike on its location, scoring enormous wins against up to 18 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 Legendary Bosses! Critical Hits apply a multiplier to the amount won from the shot fired.

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
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GAME NAME	MAX QUEST: AMAZON BATTLEGROUND
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RELEASE DATE	TBA
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Technical Details

PLATFORM AVAILABILITY	DESKTOP (HTML5); IOS, ANDROID
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GAME VERSION	1.0
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PAYTABLE VERSION	1.0
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DESKTOP RESOLUTION	MIN RECOMMENDED: 1280X720
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MOBILE RESOLUTION	MIN RECOMMENDED: 960X540
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JURISDICTIONS	MALTA
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Malfunction or misuse voids all pays and plays.
Game Rules and Payout Information can be found in the game's HELP panel.