



MAX QUEST® DRAGONSTONE™

Max Quest: Dragonstone 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!

Immerse yourself in the world of Maximum Adventure as you pack your gear and join a party of unforgettable brave heroes as they storm a fortress ruled by a dreaded black Dragon. The battle-seasoned heroes are ready and capable to face the challenges of the Dragon's fortress, and they are armed with an array of Special Weapons designed to call down destruction on the many enemies that guard the fragments of the Dragon Stone!

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.

The Max Quest: Dragonstone gameplay engine takes the mechanics of RTP based slot machines and exceeds all expectations. Stripping the standard slot machine mechanic down to its core, Max Quest transplants the essence of real-money gaming into an interactive shooting experience.

Select an adventurer, customize an avatar and prepare yourself for an adventure like no other when you play **Max Quest: Dragonstone!**

How to Play

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

The **Return To Player** (RTP) is 97.5%

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 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 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.

* Information marked in gray is not relevant in FRB mode.

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

Goes into a RAGE instead of being killed. Must be killed again to truly die. Awards random payout on 2nd kill.



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

Payout: x18 – x38



Fire Specter

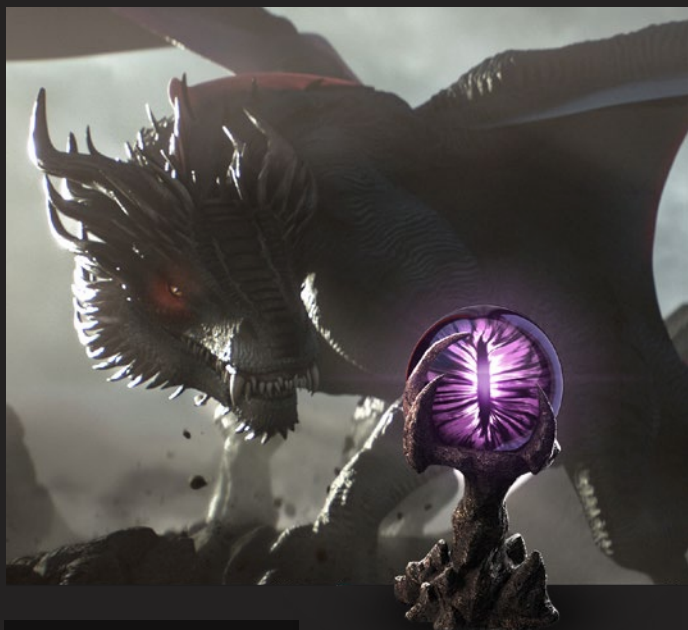
Payout: x50



Lightning Specter

Payout: x80

The Dragon



Payout: x5 – x250

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.

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

A large prize is awarded when the Dragon is defeated. If all players leave the room, any progress against the Dragon, including collected fragments of the Dragon Stone, will be reset.

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.

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.



Turret

The base weapon available at all times.

Area of Effect: 1 Target Enemy

Special Weapons

In addition to the base weapon, the Turret, 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 that are dropped by enemies 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 / tapped. Unused Special Weapons get converted into cash prizes at the end of the round (Special Weapons do not get compensated in FRB/OCB/Tournament modes).

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 / tap 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.



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

* Information marked in gray is not relevant in FRB mode.

Special Weapons



Railgun

Launches a slug of metal at an enemy at hypersonic velocities, scoring big wins against up to 8 enemies.

Area of Effect: Multiple Enemies

Cost: 8x Current Wager

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

Area of Effect: Multiple Enemies

Cost: 10x Current Wager



Plasma Rifle



Cryogun

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

Area of Effect: Multiple Enemies

Cost: 12x Current Wager

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

Area of Effect: Multiple Enemies

Cost: 15x Current Wager



Flamethrower



Artillery Strike

Smoke grenade calls down an artillery strike on its location, scoring enormous wins against up to 50 enemies.

Area of Effect: Multiple Enemies

Cost: 18x Current Wager

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

3 spins will be awarded. Shots from Special Weapons have a higher chance to trigger the Mini-Slot!

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



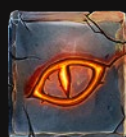
10x



20x



50x



80x



100x

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 the appearance of their avatar and their displayed name.

Desktop Screenshot



Mobile Screenshot



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

* Information marked in gray is not relevant in FRB mode.

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.



Turret

Switches back to the previously selected Standard Turret.

General Game Details

GAME TYPE:	ACTION
GAME NAME	MAX QUEST: DRAGONSTONE
RELEASE DATE	TBA
RTP	97.5%
MAX POSSIBLE WIN FROM A SHOT	25000 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.