



Rocket to the moon and beyond with MAX BLAST CHAMPS™! This thrilling foray into the unknown depths of space will have your players on the edge of their seats as they try to calculate the best time to be the last one to eject from the spaceship before it explodes!

MAX BLAST CHAMPS™ is a race to be the final escapee from a rocket that is set to explode at any time, any altitude, for high stakes excitement from bid to launch! This unique format allows for many players to join a single room, where they board a rocket for its takeoff and eventual explosion. Then the rocket ignites, pushing off into deep space, taking your players on an unforgettable journey where the tension is real and HUGE WINS are possible!

Every game room has a max of 100 players to join in on this unique space race! The round lasts until the rocket explodes, so latecomers to the room have equal chances to win! As the altitude of the rocket grows, so does the thrill. Who will be first to eject? Who will be last, and the one to take home the entire pot? Find out today, with MAX BLAST CHAMPS™!

How to Play



PLACE A BID ON YOUR ASTRONAUT

During the TAKEOFF COUNTDOWN to the NEXT LAUNCH, place your bids on your astronaut by clicking the JOIN! button. You join for the indicated amount. Players will win 95% of the pot!



3... 2... 1... BLAST OFF!

The Rocket will take off at launch time and follow a trajectory through space while the altitude grows. The objective is to have your astronaut be the last one to eject before the rocket explodes!

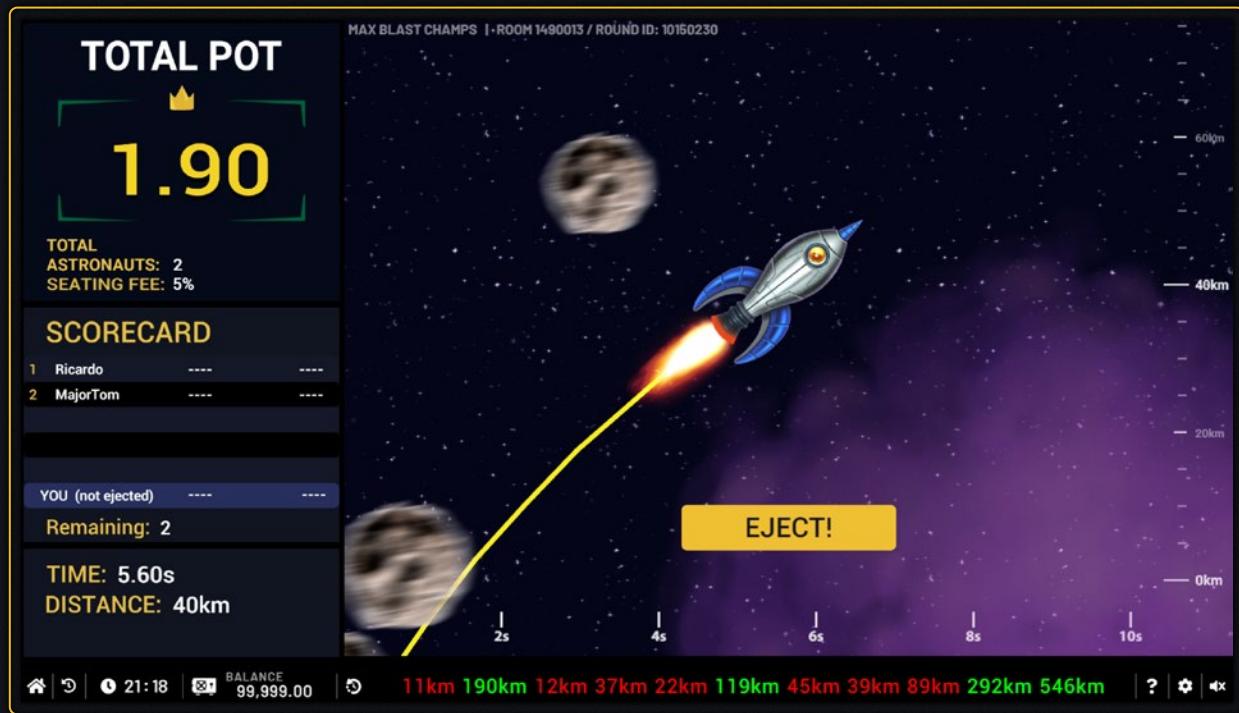
EJECT!

Press the EJECT button to be the last astronaut off before the rocket explodes to claim the pot! Only the last astronaut off the rocket can win!



In the event of a tie, only those who are tied will equally split the pot minus the seating fee. Any given game room has a maximum amount of 100 players. The round will last until the rocket explodes. If no seats are available in a room, players will be sent to a different room. If no other rooms are available, a new room will be created.

If no player ejects from the rocket, the seating fee is taken but the rest of the bid is returned to each player. If any error occurs in game, bids are returned without the seating fee being taken.



IN-FLIGHT CONTROLS



Shows the altitudes reached from the previous rounds in a scrolling ticker.
Navigate with the ▲ and ▼ buttons



Shows the elapsed time for the current round



Shows the altitude reached for the current round

SCORECARD

1 BigGuns	26.23m	12.20s
2 MajorTom	25.23m	10.33s



Shows all players participating in the round, how high they went, and how long they stayed on the rocket

Shows the amount the winning player will receive, minus 5% to the house for the seating fee

EJECT!

Ejects your astronaut from the current rocket

CONTROL MAP



Returns to the casino lobby



Displays the record of play for the game



Opens the game's Help page



Turns all sounds off or on



Opens the Settings Panel. Note: Gameplay continues in background

Note: The game requires a stable connection to the server. Server lag can affect the outcome. This may cause you to not eject in time. If the connection to the server is too slow, the rocket will flash red to warn players of this problem.

Misuse/Malfunction voids all pays and plays.