MAX QUEST®
MISSION : AMAZON

Max Quest: Mission: Amazon 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.

Pack your gear and prepare for a journey of a lifetime into the depths of the South American jungle for Max Quest: Mission: Amazon! 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?

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

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.

Carnivorous Ant

Payout: x2

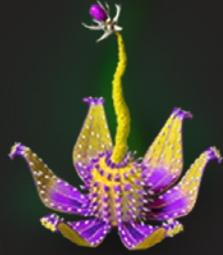**Tiny Toad**

Payout: x4

Venomous Wasp

Payout: x6

Slithering Serpent

Payout: x8

Invasive Poisoner

Payout: x12

Noxious Growth

Payout: x14

Vine Witch

Payout: x16

Emerald Maneater

Payout: x16

Crimson Chomper

Payout: x18

Jungle Runner

Payout: x20

Exploding Toad

Payout: x22

Explodes and leaves
Tiny Toads behind!

Spirit Scorpion

Payout: x25

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Regular Enemies

Armed Warrior	**Crazed Guardian**	**Stalking Jaguar**	**Cerulean Skullbreaker**
Payout: x30	Payout: x35	Payout: x40	Payout: x45

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.

SPIDER QUEEN	STONE GUARDIAN	PRIMAL KING
Arachnid Terror	Solid Destroyer	Lord of the Jungle
Payout: x1 - x100	Payout: x1 - x100	Payout: x1 - x100

Rare Gems

These priceless prizes can drop from any enemy when they are hit by any paid shot!
The Rare Gem you receive is dependent upon your chosen bet level. Gems will be reset when the game room is left.

Sapphire	Topaz	Emerald	Ruby	Diamond
Bet level 1	Bet level 2	Bet level 3	Bet level 4	Bet level 5
Payout: x10 - x70	Payout: x10 - x70	Payout: x10 - x70	Payout: x10 - x70	Payout: x10 - x70

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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 Legendary Bosses 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.

| x8 | x10 | x12 | x15 | x18 |

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

Plasma Rifle

Fires a stream of super-heated plasma that deals massive hits against up to 12 enemies.

Area of Effect: Multiple Enemies

Cost: 8x Current Wager

Intense laser beam targets up to 12 enemies.

Area of Effect: Multiple Enemies

Cost: 10x Current Wager

Laser

Cryogun

Freezes enemies with a blast of super-chilled gas. Can freeze up to 14 enemies.

Area of Effect: Multiple Enemies

Cost: 12x Current Wager

Engulfs an enemy in a stream of burning napalm. Can hit up to 16 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 25 enemies.

Area of Effect: Multiple Enemies

Cost: 18x Current Wager

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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.

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.

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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.

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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: AMAZON**
RELEASE DATE	**TBA**
RTP	**97.5%**
MAX POSSIBLE WIN FROM A SHOT	**TBA**

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.