



BATTLEGROUNTMD

MAX QUEST[®]
SECTOR XTM

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.

If the targeted enemy is destroyed before your shot reaches it, the 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 back to lobby 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.



Malachite Eye Flyer



Amber Eye Flyer



Amethyst Eye Flyer



Citrine Eye Flyer



Jellied Skyswimmer



Malignant Ray



Emerald Jumper



Sapphire Jumper



Albino Jumper



Grotesque Slug



Invader Trooper



Spiked Triclops



Buzzing Watcher



Ocular Terror



Nimble Jumper



Scarlet Glider



Azure Devourer



Crimson Devourer



Albino Devourer



Yellow Devourer

Payout: x16

Payout: x17

Payout: x18

Payout: x19



Fluttering Screecher

Payout: x20



Invader Commander

Payout: x22



Cyborg Raider

Payout: x25



Trinocular Leaper

Payout: x28



Crawling Hellmouth

Payout: x30



Razortooth

Payout: x35



Spiked Beholder

Payout: x40



Darkwing Mutant

Payout: x45



Hivemind Overlord

Payout: x50



Living Magma

Payout: x55



Rampaging Behemoth

Payout: x60



Enemy Entourage

Rare!

This enemy will appear on screen surrounded by a number of other smaller enemies circling around it. If you destroy all the circling enemies, the central enemy becomes vulnerable and pays out a BIG win! Note: Locking onto the central enemy will cause auto-target to fire at all the surrounding enemies first.

Payout: x90 – x150

Mega Enemies

Rare!

These extra large enemies are worth more than standard pays!



Mega Cyborg Raider

Payout: x200



Mega Rampaging Behemoth

Payout: x300

The Four Bosses

One of the 4 Bosses can spawn randomly at any time for a special battle. Every time they take damage, these bosses award a payout until their HP reaches 10%. Once the Boss HP reaches 10% it will start to flash red and become ENRAGED. Once the boss is ENRAGED it will no longer award any payouts until it is finally killed. The player who scores the final defeating shot on the boss receives a 2X multiplier to the total boss payout!



RAGING INFERNO



STORMBRINGER



GLACIAL CRUSHER



MONOLITHIC MAULER

Payout: x2 – x15 per hit

Capsules

Frequent capsules will appear during every round of gameplay. These capsules can contain a wide range of tools or prizes that can affect the game!

Each capsule can contain one of the following:



Money Wheel

Triggers a spin on the Money Wheel!



Arc Lightning

Summons forks of lightning down on enemies, attacking and killing them!



Multiplier Bomb

A bomb appears and kills several enemies, with potential for a multiplier!

Doesn't damage bosses.



Flash Blizzard

All enemies are frozen in place for 10 seconds!



Enemy Seeker

A card appears and reveals an enemy type, killing all of that type!

Doesn't damage bosses.



Laser Net

A laser net appears and can kill some enemies!



Chain Reaction Shot

A bullet appears and kills several enemies!

Doesn't damage bosses.

Turrets

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.



Critical Hits

Every shot has the potential to be a Critical Hit! Critical Hits can affect any enemy except the 4 Bosses!

There is a random chance you will get a Critical Hit on an enemy, killing it instantly and awarding an additional payout on top of the normal payout. This payout can receive a multiplier of 1x, 2x or 3x. The bigger the enemy, the more likely to get a higher multiplier.

Desktop Controls



Mouse Symbol / Crosshair

The player's cursor acts as a crosshair for 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 around until it hits an enemy target. Holding this button down allows for continuous fire until the button is released.



Lock Target

Click the crosshair button and then click an enemy to Lock On. It will then show a targeting reticule 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.



Keyboard Commands

Spacebar: Fires the currently selected weapon wherever the cursor is pointing. Hold down to fire continuously.

Arrow Keys: Moves the crosshair around.



Auto Fire

Enables/disables Auto Fire mode. When enabled, the game will automatically target the nearest enemy to your position and start shooting automatically. If a different enemy moves in between the current target and your position, it will switch to that enemy.

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 tapped location, the bullet will bounce around 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/click an enemy to Lock On. It will then show a targeting reticule 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.



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Settings

Opens the Settings Panel. Note: Gameplay continues in background.



Sound

Turns all sounds off or on.

General Game Details

Game Type:	Action
Game Name	MAX QUEST: SECTOR X BATTLEGROUND
Release Date	TBA
Max Possible Win From A Shot	300 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

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