MAX QUEST®
WRATH OF RA

Max Quest is an expansive role play and action-adventure experience offering rich gameplay, capped with deep social elements. Max Quest will provide a broad range of engagement. This will include competitive leaderboards that will feature prizes, collectable treasures, achievements and customizable cosmetics. These features will enrich both the players' connection with the characters and the gameplay to an unprecedented level.

Immerse yourself in the world of Maximum Adventure as you join a set of heroes on a journey for legendary, sought after treasures. Their first stop will be the lost halls of the Pharaohs, where treasures and rewards can be earned, while danger lurks at every corner!

Deep in the uncovered tombs are the fabled remains of the Sun God Ra. True to the legends, the Quest has disturbed the tomb and triggered Ra's Wrath! Scarabs, Mummies and Gods have risen to walk the halls and guard the treasures held within.

Max Quest: Wrath of Ra's 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 get ready to jump into the ancient Egyptian tombs.

Redefine Gaming with **Max Quest: Wrath of Ra.**

How to Play

Max Quest is a fixed odds game with a random chance of winning per wager. Like other games of chance, no skill is required to play.

The **Return To Player** (RTP) is 96%

THE BASICS

The objective of the game is to fire bullets at the targets [enemies] depicted on the game screen by pointing the mouse cursor at the target and left-clicking to fire a bullet.

Every bullet fired constitutes a wager. The fired bullet will hit the targeted enemy and the bullet will either defeat the enemy or not. When the enemy is defeated, an award is returned to the player. Each enemy contains one of 7 random payouts, offering small to large prizes in every enemy when they are defeated.

No skill is necessary! In the case that the fired bullet does not strike a target, the bullet will ricochet around the screen until it hits a valid target. If there are no targets for the bullet to hit, the bullet [wager] is returned to the player.

At the conclusion of each round, any surplus special weapons are converted to surplus ammo prize at the end of the round.

In the rare event of server failure, the current round is voided completely, and all wagers and purchases are returned to the player.

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 can be purchased 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 either destroyed or exit the game screen.

Take aim and fire directly at enemies with a single left-click, 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.

Common Enemies

Common enemies generated into the game room provide prizes in a range of values, from low paying scarab enemies to much higher value Pharaoh mummies. Each enemy contains seven tiered prizes that can be found inside each type of enemy when they are defeated.

Enemy							
Scarab Hatchling	x2	x3	x5	x7	x10	x20	x50
Shadow Scarab	x2	x3	x5	x7	x10	x20	x50
Golden Tomb Scarabs	x2	x3	x5	x7	x10	x20	x50
Ruby Crypt Watcher	x3	x4	x6	x8	x12	x25	x60
Wrapped Minion	x5	x7	x10	x15	x25	x50	x100
Wrapped Shadowguard	x5	x7	x10	x15	x25	x50	x100
Wrapped Spiritguard	x5	x7	x10	x15	x25	x50	x100
Tahawny Warrior	x7	x10	x15	x20	x40	x75	x150
Crimson Bataana	x10	x15	x20	x40	x75	x100	x200
Emerald Bataana	x10	x15	x20	x40	x75	x100	x200

Special Enemies

In addition to the common enemies, players will encounter "Fire Enemies" and "God Events". These randomly occurring events offer players higher volatility targets with greater potential rewards.

Risen Fire Enemies

Every time a Common Enemy of any value is defeated, there is a chance it will rise back up as a special **Risen Fire Enemy**.

Risen from the ashes of its fallen predecessor, the more shots the Risen Fire Enemy takes, the bigger the chance it will pay out a prize. The maximum reward payout is 5000x the cost-per-bullet!

Risen Fire Enemies are extremely tough and can take many shots before being destroyed. The more they are targeted by weapon-fire, the greater the chances to destroy the enemy and collect the prize reward. For every 100 shots a Risen Fire Enemy, chances to destroy the enemy are increased.

Note: Risen Fire Enemies are excluded from the Auto-Lock system. Players must manually choose to lock onto a Risen Fire Enemy.

Fire Risen Mummy	x75	x150	x300	x500	x1000	x2000	x5000
Fire Risen Scarab	x50	x100	x200	x500	x750	x1000	x2000

God Events

At the end of every round, players may be rewarded a God Event. These randomly occurring events take place at the end of the round.

At the end of the round, all current enemies on screen will disappear and a random God will be summoned with their entourage. During these events, a Pharaoh God will move through the room for all players to destroy together.

Aside from the mummies that spawn with the Pharaoh God, no new enemies will appear for the duration of the God Event.

Once defeated, players will earn a huge treasure chest carrying collectable treasure and additional cash prizes. These prizes are distributed to the players in the room based on their contribution to the number of shots fired during the entire round leading up to the the God Event.

Anubis

Osiris

Ra

God Events Paytable

Pistol Prizes	x5	x10	x15	x20	x35	x50
Shotgun Prizes	x20	x30	x40	x75	x125	x200
Grenade Prizes	x25	x35	x50	x80	x150	x300
Machine Gun Prizes	x30	x50	x75	x100	x200	x500
Lazer Prizes	x30	x50	x75	x100	x200	x500
Plasma Prizes	x50	x75	x100	x200	x500	x1000

Special Weapons

Each player starts with a standard pistol that fires bullets using the chosen Cost Per Bullet. In addition to this standard weapon, players may also acquire Special Weapons via purchasable treasure chests. Special weapons can also be awarded whenever the player destroys an enemy target.

Special weapons do not use the regular bullets and effectively act as "Free Wagers". These special weapons are stored in the player's inventory. Special weapons can be used at any time during the round by clicking the corresponding weapon icon below the player's information panel.

A configuration option in the settings menu can enable the automatic use of special weapons if desired.
Special weapons must be used in the round in which they were won/purchased. Any un-used Special Weapons are converted to a Surplus Ammo Prize at the end of each round.

Each special weapon has an increased chance of damaging an enemy target, as well as having a higher chance of getting a larger payout from any enemy defeated. This is defined as the "Shot Strength" stat. Standard weapon bullets have a shot strength of 1 Star. The greater the number of stars, the greater the chance of damaging the enemy and getting a bigger prize.

Special Weapons offer extra prize potential during the special God Event. The special weapons have a chance of awarding larger than normal prizes when damaging the boss.

Weapons

Plasma

The best firepower money and super-science can buy. This high-tech weapon packs the strongest punch of any gun in the game.

Area of Effect: 1 Target Enemy

Shot Strength: ★★★★★

Laser

Almost as powerful as the Plasma Gun, the Laser features pinpoint precision. It can also reflect off a target to strike an additional target for even more chances to win!

Area of Effect: 1 Target Enemy + Chance of Ricochet

Shot Strength: ★★★★☆

Machine gun

This heavy-calibre machine gun lays down a punishing stream of fire. The bullets are so strong that they sometimes ricochet off a target and strike an additional target!

Area of Effect: 1 Target Enemy + Chance of Ricochet

Shot Strength: ★★★★☆

Grenade

When faced with swarms of enemies, the Grenade offers limitless impact. When thrown, it will explode at the target's feet for significant damage, while also hitting other nearby enemies, up to a total of 5.

Area of Effect: 1-5 Nearest Enemies

Shot Strength: ★★★⯪☆

Shotgun

The Double-Barreled Sawed-Off Shotgun offers a devastating burst of punishing buckshot.

Area of Effect: 1 Target Enemy

Shot Strength: ★★★☆☆

EXPERIENCE POINTS [XP]

Each time you defeat an enemy, you are awarded Experience Points [XP]. XP works to increase your player level and your rank on the Tournament leaderboards.

In addition to defeated enemies, quests completed and finding precious treasures when enemies are defeated, all will increase your XP. These XP earning events have no direct monetary value nor effect on the outcome of a direct wager.

Collectable Treasures vary in rarity and your amount of XP earned from each treasure will be based on the rareness of the find.

Quests

During your adventure, you will be given Quests. These Quests direct you to collect a set numbers of treasures, collections of certain types of treasures, defeating types and numbers of enemies and more for the reward of bonus XP.

Quests range from Easy 1 Star quests to epic difficult 5 Star quests that require finding the rarer treasures in game. The amount of XP earned will increase to the difficulty of the quest you've just completed.

Active quests can be viewed in the Quests log. You may also see the last 25 quests you have completed. Since quests can be generated at any time, there is endless ways to earn XP and complete quests.

XP Prize Information

Shadow Hatchling	1	Shadow Scarabs	1	
Golden Tomb Scarabs	2	Ruby Crypt Watcher	3	

Wrapped Minion	2	Wrapped Shadowguard	3
Wrapped Spiritguard	4	Tahawny Warrior	5

Crimson Bataana	8	Emerald Bataana	8

Fire Risen Mummy	100-500	Fire Risen Scarab	100-500
Boss	15		

Collecting treasures can earn from 1-501 XP, based on the rarity of the treasure collected.

Quests can earn from 1-3000 XP per completed quest based on rarity and difficulty.

*All values are are proportional to 0.01€, and non-quest XP awards are multiplied by bullet cost.

Leaderboard

The Leaderboard will award special prizes to the top-ranking players on a schedule to be selected by the Casino Operator. The Leaderboard Cash Pool is filled by players playing the game, each wager contributes 2% to the pool.

Each player's position on the leaderboard is determined by the amount of XP they have earned during the Leaderboard Period, not their total XP.

The more XP earned by the player, the higher their rank on the leaderboard.

The Cash Prizes awarded by the Leaderboard are collected from all wagers made during the period, and distributed to the top 10 players, according to the following table:

Non-qualifying players receive bonus XP instead of a cash prize. This XP award will be applied to the next Leaderboard Pool.

Additional Leaderboard prizes may be awarded, ranging from non-cash prizes such as cosmetic achievements, casino bonuses, physical prizes etc.

Leaderboard prizes are awarded to the player by the Operator at the end of each cycle.

*N.B. Casino Operators can customize the duration of the competition, as well as the type of prizes.

Leaderboard Prize Pool Contribution

2% of all wagers made in the game are collected and added to the Leaderboard Prize Pool. This prize pool will be divided among the players according to their rank at the end of the active Leaderboard period.

*N.B. Leaderboard Feature is subject to participation by the Casino Operator. Consult your Casino Operator for more details.

GAME SCREENS

MAIN LOBBY

The Lobby provides the player with the Game Room selections and access to settings, quests 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 Bullets as configured by the Operator. The Lobby also allows players to review their current life-time experience earned, the XP needed to reach their next level, achievement status, their position on the Leaderboard, and to customize the appearance of their avatar and their displayed name.

- **Cost Per Bullet:** Selects the amount to wager for each shot fired during play using the < and > buttons.

- ◀ ➡ Navigates between the available Cost Per Bullet levels.

Close Button

Closes the panel.

EDIT PROFILE   ## Edit Profile

Opens the Avatar Editor panel, where players can customize how their avatar appears. Players can customize their in-game appearance though the Avatar Editor. The editor allows the player to select a unique identifying screen and customize an avatar with several design settings.

Leaderboard

Opens the Leaderboard panel. Players can review the current top players, ranked prizes for the current period and the remaining time for the current prizes. The Leaderboard also provides easy access to previous period's top players, and a one-click jump to your position on the leaderboard.

Quests

Opens the Quests panel where players can review all available quests and their associated prizes, as well as their current progress for each quest. Note: Gameplay continues in background.

Help & Paytable

Opens the paytable, rules, and instructions for play. Use the PREVIOUS/NEXT buttons to scroll through the pages, and the RETURN TO GAME button to close screen.

Settings

Opens the settings panel where players can configure the options for the game such as audio volume.

Cashier

Opens the Cashier interface so you can deposit/withdraw from your cash balance.

GAME WINDOW

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 around 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 reticule. Any shots fired by the player will hit this target, no matter what is in the way. If auto-fire is enabled, the game will automatically shoot at the locked target. If Auto-Lock is enabled, the game will automatically switch to the next available target with the highest payout value, except for Reborn Enemies.

Buy Special Weapons

Opens the "Buy Special Weapons" panel where players can purchase treasure boxes containing a special weapon. The special weapon received is determined at random and the more expensive chests have an increased chance of awarding more ammo for the special weapon.

Leaderboard

Opens the Leaderboard Panel. **Note:** Gameplay continues in background.

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.

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 highest paying enemy on the screen, except for Fire Enemies.

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.

Auto Equip: When active, the game will automatically use any special weapons that are picked up during game play."

General Game Details

GAME TYPE:	ACTION
GAME NAME	MAX QUEST: WRATH OF RA
RELEASE DATE	02 NOVEMBER 2018
RTP	96%
MAX POSSIBLE WIN	5000 COINS

Technical Details

PLATFORM AVAILABILITY	DESKTOP (HTML5); IOS, ANDROID
GAME VERSION	1.0
PAYTABLE VERSION	1.0
DESKTOP RESOLUTION	RECOMMENDED: 1280X720 MAXIMUM: 1920X1080 MIN. RECOMMENDED: 1067X600
MOBILE RESOLUTION	1067X600
JURISDICTIONS	MALTA
TOTAL DOWNLOAD SIZE	36.4 MB (DESKTOP) 20.1 MB (MOBILE)
INITIAL DOWNLOAD SIZE	6.2 MB (DESKTOP) 3.7 MB (MOBILE)
DESKTOP EST. LOAD	34 SECONDS @ 5MBPS
MOBILE EST. LOAD	18 SECONDS @ 3G SPEEDS