

Purpose of the Game

- The goal of the game is to accumulate as many points as possible by locating and catching as many muskies as possible. The player with the highest score will move to the top of the leader-board and be considered the best musky hunter in cyberspace.

Scoring Points:

- Throughout the game, there are actions that you can take which will adjust your score. Depending upon your actions, you can either gain points or lose them. For example, catching a fish will score you 100 points, but every time you cast it will cost you a point. Spooking a fish will cost you big points, whereas getting a follow add a few.
- The beginning of the game has window of time known as the "Bonus Zone". When the game starts the bonus zone is 100% and any points you accumulate are increased by that percentage. For example if you catch a fish (100 points) when the bonus zone is at 70%, you'll get an extra 70 points. As the game goes on, the bonus zone is gradually reduced. This feature rewards those players who get to the fish quickest.
- The game is also designed to reward those fishermen who know how to locate and catch the largest fish in the lake by adding "Big Fish Bonus" points to any fish over 50 inches in length. Be aware that big fish are not random. The game knows where the biggest fish are most likely to be at various times of the year. The player who best interprets the lake, weather conditions, lure presentation, and time of year will be able to find the lunkers and get the additional points.
- Point values and game difficulty is adjusted by the "level of difficulty" selected by the player when starting a new game. By default, every player starts as a beginner, but can choose to step up to Intermediate or Expert. The higher your level, the more difficult the game, but the greater the reward when points are gained!
- The points you accumulate are stored with your profile. The top ten scores will appear in real time on the Musky Hunter Game home page (by rank) in the Leader Board.

Saving Your Score

- Your score is reset to zero every time you start a new game.
- Once you have reached the threshold score of 500 points, a link will appear for you to save your score (don't click on it until you are ready to end the game).
- As you continue to rack up points, the game tracks your progress against the current leader board in real time. Once you become ranked in the top ten, your "save score" link will update to include your latest ranking against other players.

Playing the Game

- In order to play the game, you must be a registered Player. Registration is easy and available on the Musky Hunter Game home page. You will only need to register once, and then can use your login information when you come back to play again at another time. Your email address will be your User-ID and you can designate your own password.
- Once you successfully log in, your home page will be customized for you. At this point you can choose your game settings and click on the lake you would like to fish, which will start your fishing.
- This is a free game... Ah.. well, nothing is free, but in this case the game is being supported by advertisers (just like TV). However, unlike TV, this game was designed to give the advertisers their value while not annoying you, the player. Therefore, you will only see the advertisement video loop one time per session.
- Once your game begins, you will find yourself on the water in your own Ranger boat. Notice that you are the fisherman in the back of the boat, so that's where your casts will originate from. You can move the boat around the lake in two different ways. The easiest way is to use the arrow keys on your key board to move left, right, up, or down. You can also click on the boat control buttons on the scoreboard to move the boat.
- Making a Cast is easy, and can be done two different ways. The most accurate method is to use your mouse to position where you want your cast to land and click it. The alternative cast method is to tap your space bar and a cast will be launched for you. Just like in real fishing, your cast length is limited. Although I'm sure you'd like to (and many have tried), you can not cast half way across the lake!
- When you're ready to start a new game, there is a link just below your score that will end the current game and start a new one. If you have a good score going be sure to save your score before starting a new game or your score will be lost.

The Logic of the Game

- First you need to choose a lake to fish.
- The game will then randomly select the date that you'll be on the water, and put you there just at sun rise.
- Muskies will be dispersed throughout the lake on fishing spots that are productive for that time of the year.
- The size of the Muskies are relative to the spot location and time of year. For example, during early spring (spawning period) shallow bays will hold more large females than they will in the heat of summer.
- As in real fishing, the fish are not totally predictable and may appear at an off season spot at any time.
- Most muskies will follow before they strike. (some may never strike)
- Each fish is assigned an activity level. That activity level will be determined by the current conditions on the lake including but not limited to the weather, the sun, and the moon.
- The higher the activity, the less accurate your casts need to be, the less important your lure depth is, etc.

So there you have it... now it's up to you. Good luck and have fun!