

**MONSTER
HUNTER™
FREEDOM UNITE**

field guide



Welcome to the world of Monster Hunter, an immersive action adventure game with one pointed purpose: the hunt. Customize your character, navigate beautiful landscapes, and take on the risks of an up-and-coming hunter! As a hunter, you must track down unpredictable and ruthless beasts, collect valuable items, and capture animals to increase your rank and better your equipment.

Monster Hunter Freedom Unite™ is a sprawling, 500+ hour epic gaming experience. The adventure is set in an ancient world where hulking beasts roam diverse landscapes and you must always be ready for the hunt.

Though each hunter must strive to better themselves from within, hunting can be a rewarding social experience. Hunters from every walk of life meet in Gathering Halls to swap stories and join together in the thrill of the hunt. With Ad-Hoc multiplayer, you and your friends can set off on majestic journeys deep into the wilderness and pursue giant monsters you simply wouldn't be able to defeat on your own.



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monster hunter: the phenomenon

The Monster Hunter series is more than just a gaming sensation. As a franchise, Monster Hunter has sold over 8.5 million games since its PlayStation®2 debut in 2004. The sales of Monster Hunter Portable 2nd G (2008) in Japan have topped three million, making it the best selling game of 2008 across all platforms. Monster Hunter is also the best selling PSP series in the world!

Over the past five years, Monster Hunter has become a major fixture in Japanese gaming culture. Monster Hunter games offer an engaging social hub for friends and strangers alike. The collaborative experience of a hunting party enriches each player's personal network, bringing diverse groups of people together to share the thrill and learn from one another's techniques.

The Monster Hunter craze has even transcended gaming consoles by spreading into the pop culture scene. A prolific explosion of Monster Hunter literature, toys, and clothing are available to eager masses. In addition, there is a spin-off manga, *Monster Hunter Orage*, published jointly by Kodansha and Capcom. Many players have gone so far as to organize Monster Hunter-themed "Hunting Weekends," where gamers from around the country descend on one location to play together. In Tokyo, one of the largest of these events drew in over 5,000 hunters.

This franchise has become nothing short of a phenomenon in Japan, and with the release of *Monster Hunter Freedom Unite*, the rest of the world is poised to join the frenzy.



a brief history

Monster Hunter made its debut in March of 2004 on the PlayStation®2, immediately taking Japan by storm. The same title was released in North America six months later, drawing its own cult following. In 2005, two new titles emerged in Japan—*Monster Hunter G* (PS2, Wii), a remake of the original title, which added variant colored monsters and introduced the Felyne Kitchen, and *Monster Hunter Portable* for PSP. The latter is considered one of the best-selling PSP games in history, and is the seminal version of *Monster Hunter Freedom*, the first PSP release in North America (2006). That same year, Japan saw rise to *Monster Hunter 1*, a port of *Monster Hunter G* for cell phones, and the much awaited sequel, *Monster Hunter 2* for PS2, feeding the flames of the rapidly-expanding *Monster Hunter* franchise.

Then in 2007, in addition to *Monster Hunter Frontier*, an online MMORPG available for PC in Japan only, came two new portable versions: *Monster Hunter Portable 2nd* was released in February in Japan, and is the original version of North America's PSP sequel; and *Monster Hunter Freedom 2* that emerged later that summer with new monsters, new areas, and a village.

Monster Hunter Portable 2nd G (2008) for PSP offered Japanese audiences an expansion for the 2007 *Monster Hunter Portable 2nd* with tons of new features, including the ability to recruit a Felyne Comrade to join you in the hunt. This title has shipped over three million units since its release, and is often credited with single-handedly boosting PSP sales in Japan.

Monster Hunter Freedom Unite for PSP is a sequel of the 2007 *Monster Hunter Freedom 2*, featuring new monsters, an all-new Felyne fighter system, a Media Install System that shortens load times, a new area—Sea of Trees—and the original maps from *Monster Hunter Freedom*.

In addition to *Monster Hunter Freedom Unite*, *Monster Hunter* fans across the world are eagerly awaiting *Monster Hunter Tri* (Coming Soon!), the third-generation title to be released for the Wii.



MONSTER HUNTER FREEDOM UNITE

multiplayer hunting party

Utilizing the PSP's Wireless functionality, players everywhere can experience the social gaming phenomenon that's gripping Japan. Adventurers can join a hunting party of up to four friends for a thrilling and savage multiplayer experience. From devising strategies to executing attacks, collaboration is key to hunting down ferocious beasts and progressing through quests.

One of the main reasons Monster Hunter has risen to such towering success in Japan boils down to its social appeal. As portable cooperative games, the PSP titles of the Monster Hunter franchise are perfect for crews of friends meeting up in public spaces. Gamers everywhere come together at fast food joints and parks. Many even find companions while riding a commuter train into work. The camaraderie of the hunt can engage players for hours. In Japan, portable multiplayer games like Monster Hunter inspire people to get out, meeting and making friends, regardless of age, gender, skill, or background. You see groups huddled together at Tokyo train stations, each one staring into a PSP and sporadically bursting into laughter. Everybody's engaged and happy to be playing and working together—now that's social gaming.



deeper into the hunt: what makes monster hunter a 500+ hour game

One of the most celebrated, and frankly, intimidating features of Monster Hunter Freedom Unite is its claim to over 500 hours of gameplay. But just what is it about this game that generates such incredible playtime?

Monster Hunter Freedom Unite gives you the ability to determine your own play style and offers enough versatility and customization to keep you playing. This game offers over 400 quests spanning several diverse regions, each boasting unique monsters, topography, and climate. There are literally thousands of weapons and armor sets within the title, many of which require rare items to craft. And when something within Monster Hunter Freedom Unite is labeled rare, it is just that. There are no workarounds, no quick alternatives—if you need a rare item, it must be earned.

Though few quests in the game require multiple playthroughs, if you defeat an elder dragon and discover you now hold five of the six components needed to craft an amazing new Great Sword, chances are you are going back into battle in search of the missing component.

The allure of these dynamic features is multiplied many times over when you enter the Gathering Hall and begin to participate in multiplayer hunting parties. The prey is bigger, the quests are harder, the rewards are greater, plus there is the added need to be the best-dressed hunter on the field.

Most of Monster Hunter Freedom Unite's game mechanics are in place from the first time you load it up. It is an incredibly approachable game to novice and pro alike. It enables different personalities to interface in a way that is most comfortable to them. But once you scratch the surface, it is hard not to be sucked in.



inside capcom on the hunt

The thrill of the hunt has infiltrated Capcom's US offices, where many players have become as obsessed with the game as their Japanese counterparts. The call to arms spans continents, cultures, genders, and even departments. Here are a few of the most avid Gunners and Bladmasters to ever join the hunt



sean mountain
occupation: Producer
character name: Tomo
favorite gaming genres: Action/Adventure, Strategy
hours logged on: 800+ hours
weapon of choice: Long Sword / Katana
favorite environment: Desert
hardest monster you have faced: Golden Rajang

what keeps you playing?
 I loves getting better stuffs!



shawn baxter
occupation: Community Specialist
character name: Snow
favorite gaming genres: Third-Person Shooters, RPG, Action
hours logged on: 280+ hours
weapon of choice: Long Sword
favorite environment: Old Forest
hardest monster you have faced: Ucamulbas

what keeps you playing?
 Co-op, for sure, is a big feature in Monster Hunter for me. Most games don't implement teamwork like Monster Hunter does. There are some monsters you just can't fight alone, and frankly, where's the fun in tackling a mean monster like that without friends? And what about the customization? There's definitely nothing better than walking into a game and knowing you won't have the same equipment and setup as any player. You're unique, and that's very important, especially in a game you've spent hundreds of hours playing.



gerald hom
occupation: Plucky Public Relations Intern
character name: Funewun
favorite gaming genres: RPGs, Action-Adventure, Fighting, Shooter, Puzzle
hours logged on: 300+ hours
weapon of choice: Long Sword, Great Sword, and Gun Lance
favorite environment: Forest and Hills
hardest monster you have faced: Fatalis

what keeps you playing?
 Being able to upgrade my weapons even further, obtaining better armor pieces, and fighting new monsters as they unlock are what keeps me playing Monster Hunter Freedom Unite.



quest hud (heads up display)



1. health gauge: Located in the upper left corner of the screen, this helpful gauge is quite literally the lifeline of any hunter. It displays your health. If it is fully depleted, then you will lose consciousness, and be escorted back to Base Camp by a crew of Felynes. Most quests will permit you to be knocked out twice, at the cost of a portion of your reward, before you lose the contract and fail the mission.

2. stamina gauge: The yellow bar found below the Health Gauge, the Stamina Gauge displays how much endurance you have available. Stamina is consumed when you sprint, evade, use a special attack, or perform other specific actions that require it. This bar quickly refills, but can become shorter over time due to hunger and exposure to extreme weather. Certain items, such as Rations, can be used to quickly replenish and extend this gauge.

3. weapon condition: The weapon you bring with you on a quest is an extension of yourself. This icon helps you see the state of that weapon at all times. The Weapon Condition icon differs based on what type of weapon you have equipped. Melee weapons are represented by a Sword Mark that indicates sharpness while Bow Guns display a Bullet Mark, which identifies both the number and type of loaded ammo. Finally, a Bottle Mark is present when a Bow with coated arrows is in use. Specific weapon classes, such as Long Swords and Hunting Horns, also display additional information unique to their weapon type.

4. character names and weapon icons: Keeping track of your friends is every bit as important as tracking your prey. This HUD feature displays the name, health, and weapon of your Felyne Comrade or other hunters participating in your quest. If a monster spots anyone in your party, a Yellow Eye appears next to their Player Name.

5. map: Knowing the lay of the land can mean the difference between a successful hunt and a failure. The map in the right of the screen is a visual display of the hunting ground. You are identified on the Map as an arrow whose color matches that of your weapon icon. All other hunters or your Felyne Comrade are also displayed on the Map. If you do not have a Map of the area in your inventory, then only your immediate surroundings are displayed.

6. item window: Whether it is a life-restoring Potion or your favorite Fishing pole, you are reliant on the items you have on hand. Found on the bottom right corner of the screen, the Item Window displays the item you currently have equipped and at the ready. If you are using a ranged weapon, then the Ammo or Coating you have equipped is also displayed.

playing the game: controlling a hunter

moving around pokke village

- Analog Stick: Hunter movement
- Directional Buttons: Navigate menus
- ⊗ Button: Talk / Confirm selection
- △ Button: Choose destination
- ⊙ Button: Cancel selection
- ⊕ Button: Area movement / Interact
- Button: Toggle Player List display On/Off (Online Gathering Hall)
- Ⓜ Button (Hold): Dash
- SELECT Button: Organize items / Skip cinema
- START Button: Open / Close Village Menu

basic quest controls

- Analog Stick: Hunter movement
- Directional Buttons: Navigate menus / Look
- ⊗ Button: Crouch/ Evasive action / Confirm selection
- △ Button: Ready weapon
- ⊙ Button: Examine / Carve / Climb / Cancel selection
- ⊕ Button: Use item / Stow weapon
- Button: Center camera
- Ⓜ Button (Hold): Open the Item Selection Window.

item selection widow controls

- ⊕ and ⊙ Button: Select item
- △ and ⊗ Button: Select Bullet or Bottle type (Range Weapons)
- Ⓜ Button: Dash
- SELECT Button Kick
- START Button: Open / Close Quest Menu



the quest menu

the village quest menu

The Start Menu is an invaluable tool that helps every hunter maximize their time on and off the hunt. Here you will find a trove of useful tools and options to aid in every aspect of a hunter's life, from item craft to equipment states, it's all here.

To access the Village/Quest Menu, press the **START** button at any time. There are several options within this menu that are unique to different areas. Some options are only present while on a quest while others can only be utilized in the village or Gathering Hall.

items: As a hunter you must rely on the supplies at your disposal. This option allows you to see what items you are currently carrying. While in the Gathering Hall, you can also use this selection to give items of low rarity to your companions.

Remember, while in the village you cannot use items.

combine: This ability allows you to combine multiple items to create a brand new item. From the Village/Quest menu you can only combine items in your current inventory. To select between all collected materials use the Combine feature located in your house's Item Box.

note: This feature is incredibly helpful on quests. For example, if you are on a particularly difficult mission and want to have more than the allotted amount of potions on hand, you can bring the ingredients necessary to

create a Potion. Once you run out of the life-giving fluid simply combine the ingredients to restock your supply! The recipe for a Potion is Herb + Blue Mushroom.

quest info: Here you can check your current quest's objective and your relative progress therein. This tab is incredibly informative, providing hunters with all of the details surrounding their current quest contract. It is important to note that this option is only available while under a quest contract.

gestures: Use this menu to perform various gestures, such as "Dance" or "Happy." In addition to friendly greetings and victory poses these gestures can be used as important indicators when hunting with a group so be sure to keep track of everyone's posture. (Quest and On-line Gathering Hall Only)

player info: While in an Online Gathering Hall this option allows you to check the status of all other the other hunters in the same hall. (Gathering Hall Only)

advice: This option is only accessible on practice quests initiated in the Training School. It contains all the instructor's advice and information relating to your current Training Quest. These tidbits of knowledge can mean the difference between completing a contract and failing—so pay attention. (Quest only)

pause: Opening the Quest Menu does not halt the action of a quest. For that you must Pause the game. When taking a break from the hunt, be sure to utilize this feature or you might find time has run out before you have even begun. (Quest Only)

guild card: Your Guild Card is a complete record of your adventures as a hunter. It chronicles all of your quests, displaying your current status, the progression of your Felyne Comrades, and your weapon proficiency. This option also allows you to give copies of your Guild Card to fellow hunters in the Online Gathering Hall, and view those given to you. (Village and Gathering Hall Only)

give comrade: If you have taken a particular Felyne Comrade's training as far as it can go under

your tutelage, or you would simply like to give one as gift, then this option allows you to transfer ownership of specific Felynes to other hunters inside the Online Gathering Hall. (Gathering Hall Only)

status: This option lets you review your current status. It covers everything from your name to the effectiveness of each equipped piece of armor and lets you view it all as a whole. Additionally, the Skill Tree found within this menu option allows you to see how each separate piece of equipment works in concert with each other to create your total skill set.

equipment detail: This helpful tab allows hunters to review all the gear they have equipped in great detail. Within this menu, each intricacy of the armor and weaponry you have equipped is visible.

reference: This option is one of the most useful resources a hunter has. Here you can review all of your combination recipes you have discovered, read any monster data you have purchased from stores, and see the status of your Felyne Comrades. Your Combine recipe list is filled out as you successfully create different items.

options: The Options tab lets you delve into the more technical specifications of Monster Hunter Freedom Unite. Here you can toggle between auto or manual settings for an Online Gathering Hall and Training School lobbies, turn the Data Install feature On and Off, as well as adjust the sound output method.

player log: Interested in the comings and goings of other hunters? This option allows you to see just who has been entering and exiting the Online Gathering Hall during your stint inside. (Online Gathering Hall Only)

receive: If another hunter has entrusted the care of a Felyne Comrade to you, then use this option to retrieve it from an Online Gathering Hall. (Gathering Hall Only)

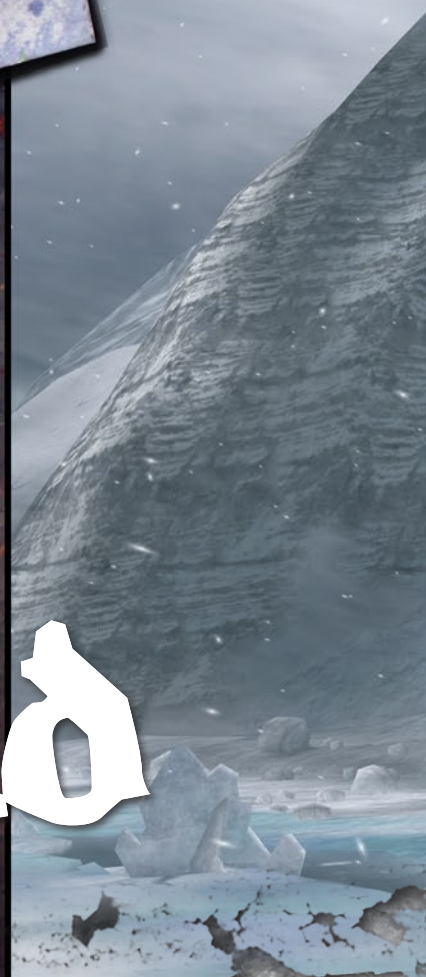
abandon quest: If the challenge of a quest contract proves to be too difficult or you need to eat dinner and do not want to return to a half completed saga, then this option allows you to desert any active contract. Once confirmed, the quest you are on ends, any status gained during the quest is forfeit, and all quest progress is lost. (Quest Only)

into the world

explorable environs

One of the true joys of a hunter's life is travel. By accepting contracts in different zones you will have the opportunity to experience breathtaking landscapes that cover the gambit of what this world has to offer. From beautiful vistas to soggy bogs, as a hunter you must learn to master every type of terrain.

Your journeys will take you far from the comforts of Pokke Village. Here are a few of the first destinations you will be able to travel to while on the hunt.



snowy mountains

The Snowy Mountains may inspire you to think differently about the world. Nowhere else can you engage in gathering the highly sought after medicinal Mountain Herbs, slay Popos and Antekas for their thick furry pelts, and encounter Khezu Whelps—larvae couched inside nests made of elder dragon skin. Don't expect your snow-coated adventure to be child's play; several species of predator call these mountains home including the ferocious Tigrex, a truly colossal and deadly wyvern. From the Base Camp to the summit, and all caves in between, this harsh environment is cold! A hot drink will warm you, should you stop to savor breathtaking views.



jungle

The Jungle is a tropical fantasy land that holds an amazing collection of flora and fauna. Situated around the North, South, and West banks of the lake, is where you'll find the Jungle, a lush magnet for an array of herbivores, carnivores, and rare foliage. Get your explorer's kick by visiting the small offshore island to the North during low tide, or by gathering Special Mushrooms. You can even try collecting an egg from a monster nest in the central caves. Take in the spine-tingling sight of your first Vespoid or Hornetaur—menacing giant insects that proliferate in the Jungle. Be cautious when traversing this lush zone, dangerous native creatures like Congas, Bullfangos, and even the powerful YianKut-Ku can appear anytime from underground or overhead.



desert

Draped along the rocky base of a steep mountain and beyond, the Desert is a wide arid expanse where the scorching sands of daylight meet chilling winds after sunset. It's a land of Cephalos and Diablos, Cactus Flower and Fire Herb, and some of the best fishing in the depths of its massive underground lake. A Cool Drink or Hot Drink will revive you in wake of the extreme climate changes. Step off the beaten path and discover pleasurable oases, rich with wildlife, within the harsh Desert. If you are a true adventurer, you may even get to sample two of the most prized delicacies of the desert—Goldenfish and Piscine Liver.



forest hills

The Forest Hills zone is an incredibly unique ecosystem, a temperate wilderness that supports unusual and wonderful packs of creatures, such as the plant-eating Aptonoth and Mosswine, or predators like the Velociprey. Fauna in the region include Herbs, Blue Mushrooms, Paintberry, Huskberry, and Needleberry. The steep hills, winding tree-lined paths, and unspoiled vistas of this region make for excellent climbing, and unique opportunities to collect valuable Wyvern Eggs from nests tucked away in mountain caves—but beware the fiercely territorial and threatening wyvern Rathalos, known as the King of the Skies. The fertile fields are frequented by a dangerous masked tribe called Shakalakas; be prepared to face them should you decide to venture out into the wilds of the Forest Hills.



swamp

One of the outstanding gems of the region, the Swamp comprises an amazingly bio-diverse strip of marshland enveloped in mist. Owing to the boggy terrain, this area is home to small wyverns such as YianKut-Ku or Gypceros, as well as their larger more powerful cousins Gravios and Khezu. There are many caves in the east of the region that are known for both their extreme cold temperatures and valuable reserves of Light Crystal and Sootstone Ore. Consider prepping counter-measures against poison before undertaking trips to the Swamp; in addition to vast numbers of poisonous Lospreys and Gypceros that populate the area, toxic gases are rumored to rise from the ground after nightfall.



your house }

Your house is a place of calm, where you can rest and forget the stress and struggles of a hunter's life. Here you can relax, read, gather your bearings, and sort through all of the materials and equipment you have collected on your adventures. To use any of the objects in the house, simply approach them and press the **□** button when prompted.

book shelf

The Book Shelf houses your entire collection of Hunting Life—A Monthly Magazine for Hunters. This is an invaluable wealth of information ranging from articles about weapon selection to discussions on different quest grounds and environments. As you progress through different quests, new issues will arrive, so be sure to check back often!

The Book Shelf also lets you experiment with self-expression. Here you can change your Hair & Clothes as many times as you like over the course of your adventures.

bed

In addition to providing a soft place to lay your head, the Bed also allows you to Save game data manually and/or Quit the game.



item box

This Item Box is the largest of its kind. This treasure-trove holds all of the items and materials you have collected over the many quests you have completed as a hunter. It also houses any unused equipment you may have. In order to use the Item Box to its full potential, there are several options you should know about.

put in item: After a long quest many hunters find themselves burdened by all of the items they have collected. This feature allows you to drop any excess items in your inventory into the Item Box.

take out item: When preparing for a long journey it is important to make sure you are adequately prepared to face the wilderness. You can use this option to bluster your inventory prior to a quest. Here you can move any item in the Item Box into your inventory.

combine items: Many items can be crafted out of different components you have collected. Using this option allows you to bind different materials into new items. Once one item is selected any material it can be combined with becomes highlighted. As with any experiment, the first time you try to combine two items the outcome and probability of success are unknown. After a successful combination, this information is always available.

change equipment: Change your equipped weapon or armor. This can be done by switching each piece individually or changing your entire outfit using an Equipment Set of your own design.

arrange items: Ever feel the need to straighten up? This option allows you to organize your inventory by type in one fell swoop.

sell item: Sometimes a collected material's most useful attribute is the price it can fetch. This tab allows you to sell any item in your inventory for market price without having to leave the comforts of home.

{ felyne kitchen

Felynes are cat-like humanoids that a hunter may hire to help with food preparation or to accompany them on quests. This practice is so common that your home was even built with an extra room just for them. After you receive your first Felyne, the Felyne Kitchen becomes accessible in your house. Here you can use the two information boards on either side of the room to manage the Felynes you accumulate over the course of your adventure. In addition to their other services, Felynes are always on the prowl for good information, collecting useful tips and info to share.

felyne chefs

These Felynes help their master stay fit and well prepared for the hunt. They can BBQ the Raw Meat you recover on a quest or prepare from a diverse menu of meals, each of which has unique status effects. The level of your chef and their personal specialty go a long way toward determining the end product of their work, so be sure to order with the cook's strengths in mind.

note: Though the Kitchen Board controls the BBQ service, you must sit at the Kitchen table to order specific meals.

felyne comrades

Felyne Comrades can truly be thought of as a hunter's best friends. These are Felynes that accompany you on quests and aid in both combat and material gathering. The level of the Felyne, the way they have been trained, and their personal disposition all contribute to the type of support and effectiveness of the aid they contribute during a hunt. Only one Felyne Comrade can accompany you on any given quest so selecting a comrade with the appropriate skill set is essential on important quests.

note: You can also trade Felyne Comrades with other hunters in the Online Gathering Hall.



village chief

The Village Chief is a kind old matriarch concerned for the welfare of her community. Now that Pokke Village's old hunter has retired, it falls upon you to take on the role of Village Hunter.

The Village Chief holds all the hunting contracts that come into Pokke Village. After visiting the Instructor in the Pokke Village Training school you will be able to select any available quests by talking to the Village Chief. To unlock a higher tier of quests you must finish an Urgent Quest. The first Urgent Quest will appear once you have cleared all five of the quests offered in the first tier. The Village Chief offers six tiers of quest difficulty, but it is going to take skill and perseverance to reach the top levels.



initial quests offered by the village chief

gathering quests: Gathering quests require hunters to collect specific items, like Herbs or Monster Parts, and deliver them to the Supply Box.

slaying quests: Slaying quests require hunters to slay a set number of specific monsters.

hunting quests: Hunting quests order a hunter to kill a specific monster. The target of a Hunting Quest is usually much stronger than other monsters found in the current quest level.

equipment shop

There are two vendors at the Equipment Shop. These vendors run two related, but very different stores—the Weapon Shop and the Crafting Shop.



weapon shop: To the right is a Felyne merchant who runs the Weapons Shop. The vendor deals exclusively in new equipment. If you have the cash in hand, the cat at the counter will be more than happy to part with any of his wares.

crafting shop: To the left of the Felyne vendor is the Crafting Shop's proprietor. The Crafting Shop is a store dedicated to the creation and improvement of weaponry and armor. This craftsman uses the items you have collected on quests to fashion powerful and unique armaments. Since you are only paying for labor, the Crafting Shop features a wider variety of options and often costs less than the Weapons Shop.

This same establishment also prizes itself as an outstanding decoration destination. The craftsman can create and add decorations to any armor and weaponry with an open slot. Decorations add skill points to items when attached.

the general store

The General Store is a good place to stock up on any items you might need on the hunt. This retailer carries everything from Herbs to specialty items, like Bow Gun Ammunition or monster reference books.



new in town: welcome to pokke village



quest items

pokke village

the peddler

The Peddler sets up shop outside of the Gathering Hall and is a seller of others' unwanted goods. She keeps an eclectic inventory that rotates regularly so be sure to check in often; it's recommended to check out her wares upon returning from a quest each time. Occasionally, the Peddler finds herself overstocked and will offer incredible deals on that portion of her inventory. On other occasions, you might find her short on goods and willing to pay top dollar to replenish her merchandise.



felyne granny

The Felyne Granny appears in the Village after you have completed your first quest. She is in charge of finding

work for Felyne Chefs and Comrades. Once you have acquired a Felyne, it will move into your Kitchen. The Felynes offered vary greatly in abilities, so if you see one you like, you'll want to act fast.

the esteemed instructor

The Esteemed Instructor was once a hunter of great renown and still has the ego to prove it. In his retirement from questing, he has come to run the Pokke Village Training School. His instruction is an invaluable asset to any hunter and will help you hone your skills to a fine point. At the start of your journey there are only limited training options available, but as you progress further into the world of Monster Hunter, the instructor will add more challenging training sessions to the courses offered. The Esteemed Instructor provides all equipment and items for each Training Quest. Each lesson is free, but the instructor keeps all materials you collect on your quest to offset his costs.

treshi's disciple

Treshi's Disciple is a kind young treasure seeker with a small favor to ask. He would like you to help maintain Pokke Farm—a small plot of fertile land just outside of Pokke Village that Treshi owns. After your initial conversation, you are able to visit Treshi's Disciple to exchange Pokke Points for farm renovations or items. Earn Pokke Points by completing Treasure Quests or collecting Account Items on quests from the Hunter's Guild or the Village Chief.



pokke farm

Treshi and his Disciple offered you a rare opportunity when they requested you to maintain Pokke Farm. The land you're in charge of is a very rich stretch of earth. Here you can fish, catch bugs, harvest crops, and mine. All of the fruits of your labors are yours to keep. By renovating the land you can increase the rarity and amount of items the farm can yield.

Additionally, there is a mysterious cave on the grounds. No one knows what secrets it holds, but it will be an adventure in its own right finding out!

hunting: a social sport

One of the prime reasons for the tremendous success of Monster Hunter is the ability to share the struggles of a quest in collaboration with other hunters. This feature allows for a shared experience that heightens and enhances each aspect of the hunt. The Gathering Hall at the southern edge of Pokke Village facilitates this union of adventurers.

the gathering hall

Hunters can also take on quests from the Hunter's Guild through the Gathering Hall. This is a place dedicated to bringing hunters in contact with one another to experience the thrill of the hunt together. To take on the Guild's challenges solo, enter the Offline Gathering Hall by pressing the **+** button at the entrance to the Hall. To join with friends, enter the Online Gathering Hall by using the **○** button. Remember, any quest accepted in the Online Gathering Hall excludes Felyne Companions from participating.

The Guild has made a serious effort to offer all the amenities of a town inside the Hall. In the Gathering Hall, you'll find a Small Box for accessing your items, a shop for any last minute item needs, as well as access to several quest options, including Treasure Quests, which are only found here.



guild quests

To participate in a standard quest, talk to one of the three Guild receptionists. At the beginning of the game you will only be able to access quests offered by the first receptionists to the left. Guild Quests are divided into eight levels, each of them harder than the previous, plus three advanced G levels. Within these levels there are four difficulty grades, levels 1 and 2 being easy, 3 through 5 set as moderate, 6 to 8 classified as hard, and G1 up to G3 that represent master classes.

The first receptionist offers all quests from levels 1 to 5. Levels 1, 2, and 3 are available at the onset of the game. To progress to higher quest levels you must complete the quest in the tier immediately preceding the locked level. This triggers an Urgent Quest. Once the Urgent Quest is successfully completed the higher level tier will become available. Gathering Hall Quests are more difficult than quests of comparable levels offered by the Village Chief and should be saved until you have equipped yourself with better weaponry and armor and/or are attempting the challenge with a group of fellow hunters.

treasure quests

Treasure Quests provide you and your hunting party a unique alternative to the standard quests offered by the Village Chief or the Hunter's Guild. These quests are typically shorter and do not allow you to bring along any items. Everything you need is either provided at the onset of the quest or found over the course of your adventure. The goal of these quests is to find treasures worth a set point denomination. All level 1 and 2 quests require 2000 points be earned over the course of 20 minutes. These quests can have huge monetary and



Pokke Point payoffs, so they are definitely worth the effort. To initiate a Treasure Quest talk to Treshi. You can find him set up against the right hand wall of the Gathering Hall.

event quests

Also available through the Gathering Hall are Event Quests. These quests are an online-only option. Every week, a different Event Quest becomes available to hunters of every rank. The parameters, location, and conditions vary greatly from quest to quest. Though not necessary to your advancement, Event Quests provide good opportunities to bolster your inventory and increase your bank. Additionally, many of the rarest weapons and armor can only be crafted using Event Quest rewards.

the quest board

When creating a hunting party, only one member of the group needs to initiate a quest. All other members can join the quest at the Quest Board, which is located in the rear of the lodge near the fireplace. While initiating a quest in the Online Gathering Hall, you have several options to help control what hunters are allowed to join your party. You also have the option to limit the number of hunters who can join, set a password for your quest, and add any supplementary quest information into the Recruiting Note section.

Only the hunter who initiates the quest is required to pay the Contract Fee, so joining as many quests as possible is a good option for new players looking to bolster their rank and gain a little inventory before investing in an adventure on their own. If you are the hunter who initiated the quest, be sure all other members of your party have joined and have readied themselves before departing.





1. congalala

first appearance: Jungle
exclusive carvings: Congalala Pelt • Congalala Fang

information: One of the largest primates to ever be hunted, the Congalala, can most often be found scouring the jungle floors for its favorite food source, mushrooms. At first glance, this large ape may appear friendly, but this is a very dangerous animal. One of the most devastating assaults available to this beast is its deadly breath attack. Depending on its individual diet, the type of mushroom the Congalala eats will indicate the type of breath attack it can unleash. When fighting this powerful primate, the best strategy is to perform most of your attacks from behind. This will allow you to avoid most of his attacks and wasting any blows on the beast's iron belly.

2. tigrex

first appearance: Snowy Mountains
exclusive carvings: Tigrex Scale • Tigrex Claw • Tigrex Shell

information: The Tigrex is a notoriously hostile and lethal monster. Known for its highly aggressive temper and its brilliant golden-orange skin streaked with sapphire stripes. Unlike many other wyverns, the wings of a Tigrex have evolved into powerful forearms, increasing both its mobility and offensive power. Rumors of its appearance in the Snowy Mountains have left novices full of fear and experienced hunters sharpening their weapons in eager anticipation of the hunt.

3. daimyo hermitaur

first appearance: Jungle / Desert
exclusive carvings: Hermitaur Shell • Hermitaur Claw

information: Burrowing in and out of the sand, the Daimyo Hermitaur roams beach shores and desert sands scavenging for food. The giant monster skull that this creature uses as a shell is both a trophy and a testament to its destructive power. Using the skull as protection, the Daimyo Hermitaur can charge backwards trampling everything in its path. Additionally, this beast is equipped with two massive, sharp claws; these combined with the powerful water torrents from its mouth can devastate any hunter unprepared for the encounter.

4. giaprey

first appearance: Snowy Mountains
exclusive carvings: Giaprey Fang • Giaprey Scale • Giaprey Hide

information: Giaprey are a deadly species of birdlike predator especially adapted to the cold. Their hide is prized for its beauty and often used in weapon and armor crafting. These creatures are intelligent predators with a terrible temperament. Moving and attacking in packs, they strategically strike hunter and prey alike.

5. diablos

first appearance: Desert
exclusive carvings: Diablos Shell • Diablos Spine

information: Covered in hard-shelled armor, Diablos has broken the weapons of many hunters who have had the impertinence to stand and fight instead of flee in the wake of this goliath's shadow. Two gigantic horns protrude from this beast's head, used to pierce enemies as it charges bluntly. Despite its size, Diablos has no trouble burrowing underground and may spring out without warning. This ability allows Diablos to perform a devastating surprise attack that can cripple even the strongest and most experienced hunters.

10. popo

first appearance: Snowy Mountains
exclusive carvings: Popo tongues

information: Popos are large docile herbivores that travel in herds and graze off the grasslands at the base of the Snowy Mountains. When in danger, these giants are quick to flee, but may adopt a defensive posture if one of their young is threatened. Slaying the meek Popo may seem unworthy of a skilled hunter's ability, but Popo tongues command a high market price from the Hunter's Guild. Any hunter willing to deliver these items will be paid handsomely for the effort.

9. cephalos

first appearance: Desert
exclusive carvings: Cephalos Scale • Cephalos Fin

information: Rarely seen above ground level, Cephalos are most often found swimming through the fine sands of the desert as though it were water. These are social monsters that often work together in packs to take on larger prey. Due to generations spent under the sand, Cephalos have evolved tremendously acute hearing. However, this adaptive advantage comes at a cost—Cephalos' sensitivity to sound makes them completely susceptible to loud screeching noises.

8. loprey

first appearance: Swamp
exclusive carvings: Loprey Fang • Loprey Scale • Loprey Hide

information: The loprey has adapted to thrive in an environment most predators find uninhabitable. Their huge heads contain poisonous sacs from which they can project toxic saliva onto prey. Loprey hunt in packs, often surrounding their prey. The pack then drenches the prey in endless volleys of poisonous splatter until its quarry falls. Adorned with vivid red skin spotted with black, this is one predator that should only be approached with extreme caution.

7. gypceros

first appearance: swamp
exclusive carvings: Rubbery Hide • Power Extract • Lightcrystal

information: Like the loprey, by adapting to the Swamp's dank environment the Gypceros has developed the ability to spit a highly toxic poison. Even without this adaptive advantage the Gypceros is a monster that comes with a hefty arsenal. A lightcrystal gleams in the center of its forehead often generating bright flashes that can stun a hunter. Furthermore, this beast's rubbery hide absorbs any lightning-based attack. These wyverns will charge any foe without provocation. They have also been known to play dead, luring prey and hunters alike into a false sense of security. Needless to say, a hunter must exercise caution when attempting to down a Gypceros.

6. yian kut-ku

first appearance: Jungle
exclusive carvings: Kut Ku Shell • Kut Ku Webbing • Kut Ku Scale

information: This deadly wyvern is often underestimated due to its appearance. Though it may look like an overgrown fowl, this is not a monster to be taken lightly. An inferno burns at the center of this beast's lungs and it will not hesitate to unleash fireball-after-fireball from its beak. If cornered, this wyvern will peck wildly to devastating effect. Because of its smaller stature compared to other wyverns, the Yian Kut-Ku tends to be their first monster most hunters attempt to face, but for those who are careless...it may also be their last.



the bestiary

armor }

You are what you wear. When on a quest, this statement couldn't be truer. The armor you select determines the strength of your defense, which weapons you can equip, your resilience to the elements, and how good you look while on the hunt. As any hunter can tell you, fashion is important. There are five types of armor that can be utilized for protection: Helmets, Plates, Gauntlets, Waist, and Leggings.

When selecting which armor to don, it is important to know the type of hunter you have chosen to become. Some armor can be utilized by both Gunners and Blademasters, but many are specially designed for one or the other. If you are wearing a Blademasters armor you will find it impossible to equip a range weapon without disrobing.

Many of the best armors also boast immensely beneficial status effects and skills that become invaluable to a hunter. If you don't know exactly what combination of skills will work best for you, select armor with a lot of slots. That way, you have the option of adding several decorations to improve your stats and skills. When reviewing an armor piece it is also important to take into account any negative status effects the object might carry and balance the pros and cons before making your decision.

Throughout the course of your adventure you will encounter four varieties of armor: Normal, D-Series, S-Series, and U-Series. Normal and D-Series armors can be crafted from the start of your adventure out of the materials you collect from your first quests. Normal and S-Series armors can be crafted using standard means. S-Series armors give you the option of selecting a slight color variation, an important decision, but purely aesthetic. D-Series and U-Series armors are made from special breeds of standard monsters. These armors have a unique look and feel to them and provide dynamic status effects.

Additionally, any piece of armor can be improved at the Crafting Shop to increase its defense.

weapons }

The different weapon variations available to a hunter are more than just cool-looking accessories. In fact, there are few decisions of greater importance to the livelihood of a hunter than their choice of weapon. There are 11 distinct weapon classes to choose from, each with its own strengths and weaknesses. It is important when making your weapon selection to consider the type of hunter you aspire to become, and to use a weapon that complements your combat style.

melee weapons }

If you crave the heat of battle and enjoy direct confrontation with your adversary, then a melee weapon may be the best choice for you. There is a great deal of variety within this weapon type and it is suited for many a different hunting style. Melee weapons allow you to feel the impact of every blow as blade meets claw and fang strikes steel.

basic melee controls

- ⓧ Button: Ready Weapon
- ⓧ Button + Forward Movement: Ready Attack
- ⓧ Button: Put Away Readied Weapon

note: Remember to use the Sharpness Meter in the upper left of the HUD to gauge your weapon's sharpness while on a quest. The sharper the weapon is, the deadlier its blows. As the weapon dulls with use, its power decreases, and ultimately, it breaks. Use a whetstone to sharpen your weapon and restore its lost power. To view your weapon's native sharpness, go to the Equipment Details screen found in the Start Menu and navigate to the first information window under your equipped weapon.

the hunter's arsenal

swords

Swords are an extremely versatile and a well-balanced weapon choice. Although these weapons deal relatively low damage in a single strike, they require very little recovery time between standard attacks, and have a quick combo chain that makes it easy to land several blows in rapid succession. Swords can also quickly shift from attack to defense or evasion. Additionally, Swords have special characteristics and attributes that you won't find in any other weapon class. These weapons are also very inexpensive and require fewer components than comparable weapons in other classes.

controls

- Ⓐ Button: Slice Down
- Ⓝ Button: Spin-Slice
- Ⓝ + Ⓐ Buttons: Jumping Attack
- Ⓝ Button: Guard
- Ⓝ + Ⓝ Buttons: GuardAttack
- Ⓝ + Ⓝ Buttons: Use Item

multi-tasking: One of a Sword's most unique and beneficial features is the option to attack and use items while guarding. Be sure to take full advantage of this option while in the heat of battle!

combos: With Swords you can chain most attacks into a combo. Perform the most basic combo for a Sword by tapping the Ⓐ button up to three times. This move will chain three powerful slash attacks together. Additionally, a Jumping Attack can be used to start this combo and a Spin Slice can be added to create a bloody finale.

tip: Be mindful, a Sword's guard is not impenetrable. If you attack or are attacked from the opposite side of the shield, your guard will be broken. Additionally a Sword's shield cannot guard against gas or special breath attacks.

dual blades

Dual Blades are a solid combination of offense and speed. While equipped, you maintain full mobility and can unleash powerful combo attacks on enemies in rapid succession. Dual Blades can also activate Demonization to further enhance their attacking prowess.

In exchange for swift speed, Dual Blades dull quickly and require you to always have a whetstone handy. They lack a guard ability, but the superior mobility granted and the ability to quickly evade help compensate for any defense shortcomings.

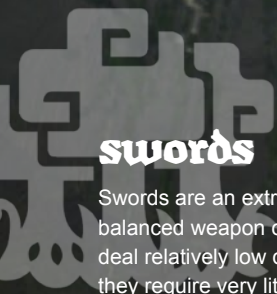
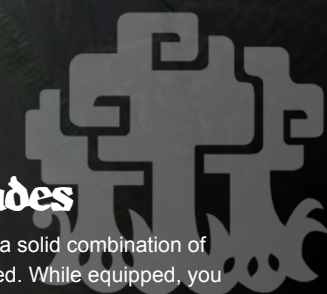
controls

- Ⓐ Button: Slice Down
- Ⓝ Button: Right Spin Slice
- Ⓝ Button + Analog Stick Left: Left Spin Slice
- Ⓝ + Ⓝ Buttons: Thrust Attack
- Ⓝ Button: Activate Demonization

demonization: This destructive state is the most devastating form of any set of Dual Blades. Press the Ⓝ button to activate Demonization. During this mode your stamina gauge depletes rapidly in exchange for the massive power boost given to your weapon. Demonization also grants a stunning array of new combos, including the savage Devilish Dance, which is unleashed by pressing the Ⓐ and Ⓝ buttons simultaneously.

combos: Trigger a combo attack with the Dual Blades by tapping the Ⓐ button up to three times. A Thrust Attack can be used to start a combo and a right or left Spin Slice can be added to the end.

tip: Pressing the Ⓝ button during combat can break a combo and cause you to evade.





great swords

Great Swords combine ease of use, great range, and immense power in a single weapon. These weapons allow you the unique ability to link all available attacks into a single combo chain. Their long reach also allows you to hit flying targets that would be out of the range of most other melee weapons.

In exchange for reach and power, Great Swords sacrifice speed and agility. This is a slow and unwieldy weapon that requires time to unleash attacks, leaving unprepared hunters vulnerable to damage after each blow.

controls

- Ⓐ Button: Vertical Slice
- Ⓐ Button (Hold) : Charge Attack
- Ⓐ Button: Side Slice
- Ⓢ + Ⓐ Buttons: Slice Up
- Ⓐ button: Guard
- Ⓐ + Ⓢ + Ⓐ Buttons: Instant Guard (while weapon is unequipped)

charge attack: By holding down the Ⓐ button you can build up the power of your Vertical Slice. At its full potential this attack delivers an unparalleled blow. However, while you are charging the attack you are completely vulnerable—unable to move, block, or evade.

combo: Great Swords allow for very flexible combos. A combo can be continued indefinitely as long as the same attack is not used consecutively. Plus, it's always good to keep the monsters guessing where they will be bludgeoned next.

tip: When using a Great Sword to guard, the weapon itself shields you from oncoming attacks. The more you use the sword for its defensive capabilities, the faster it will dull so be sure to keep a whetstone handy.

tip: The power of the Great Sword's attacks varies depending on where you land the blow. Striking a monster with the tip or the hilt of your weapon will deal much less damage than a direct blow from the blade.

long swords

Long Swords are a unique fusion of range and mobility. This is the weapon of choice for quick-witted hunters that want to stay on the move and have the skill to land well-timed combos when a monster is most vulnerable. In addition to their native power, Long Swords also utilize the Spirit Gauge. This red meter appears below your Stamina Bar and fills as you attack monsters. When fully charged, your Long Sword is imbued with enhanced sharpness. At any time the power stored in the Spirit Gauge can be transferred into a single potent attack called the Spirit Blade.

Long Swords lack the brute power of other large weapons and do not possess the ability to guard. However, their speed, accuracy, and special abilities go a long way to make up for these shortcomings.

controls

- Ⓐ Button: Forward Slice
- Ⓐ Button: Thrust
- Ⓢ + Ⓐ Buttons: Swiping Slice
- Ⓐ Button: Spirit Blade

spirit blade: Though you can perform this technique at any time by pressing the Ⓐ button, the amount of damage delivered depends entirely on the level of the Spirit Gauge. When Spirit Blade is performed, all the energy stored in the Spirit Gauge is released in a single powerful swing of your blade. The more full the Spirit Gauge is, the stronger the attack.

combo: Many, but not all, of a Long Sword's available attacks can be chained into combos. Learning these chains requires experimentation and practice, but once the techniques are mastered, Long Sword combos deliver great power and range.

tip: Though potentially very powerful, it is important to exercise good judgment when activating the Spirit Blade technique. If the Spirit Gauge is allowed to completely fill it flashes red and both your sword's attack and sharpness are temporarily raised. In certain situations, this powerful bonus is more useful than the Spirit Blade attack alone.

tip: As with a Great Sword, the attack strength of a Long Sword depends on where you land the blow. Striking a monster with the tip or the hilt of your weapon will deal much less damage than a direct blow from the blade.

hammers

Hammers are incredibly powerful offensive weapons. While drawn, you have greater speed and mobility than with any other large weapon, plus the ability to deliver quick, devastating blows to your prey.

Hammers lack the ability to guard and have no defensive benefits. However, hunters with a strong offensive fighting style will find that the tremendous attack power and the agility while the weapon is drawn, more than compensates for any defensive weaknesses.

controls

- Ⓐ Button: Smash Down
- Ⓞ Button: Side Smash
- Ⓜ Button: Charge Power

charge attack: The Charge Attack is a Hammer's most powerful ability. Hold the **Ⓜ** button to charge an attack. Depending on how long you charge the weapon, your attack can reach one of three power levels.

Charging a hammer will deplete your stamina gauge, so be cautious not to wait too long to release your attack.

whirlwind attack: Fully charge your hammer and then release the **Ⓜ** button while moving to unleash the crushing Whirlwind Attack—a spinning area assault that knocks back any monster near enough to receive a blow from the weapon. Press the **Ⓐ** button during the Whirlwind Attack to focus the power of the blow onto a single enemy.

combo: The Hammers have only one combo, but it is powerful. Use the **Ⓐ** button to string together up to three Smash Down attacks for a devastating effect.

tip: Landing a large blow to the head can temporarily stun large monsters.

hunting horns

Hunting Horns are a powerful class of weapon. They can deliver an amazing amount of damage in a single blow and their melodies can be used to earn a variety of helpful status boosts, including increased health, speed, power, and more. These effects are beneficial to you and all members of your party.

Hunting Horns are incredibly heavy, but as with Hammers, you can still run with the weapon in its ready position. However, while playing a Horn, your mobility reduces greatly and you are left vulnerable to attack. Hunting Horns also lack the defensive mode found in most other large weapon classes. Although these weapons are cumbersome, they are extremely powerful; mastery of a Horn's attacks, combined with available status-boosting melodies, leaves you singing this behemoth's praises.

controls

- Ⓐ Button: Right Swing
- Ⓞ Button + Analog Stick Left: Left Swing
- Ⓞ button: Poke
- Ⓞ + Ⓞ Buttons: Overhead Smash
- Ⓜ button: Recital Mode

(While in Recital Mode, the **Ⓞ**, **Ⓞ**, **Ⓞ**, or **Ⓞ + Ⓞ** buttons can be used to attack as well as transition between notes.)

recital: While wielding a Hunting Horn, a Music Gauge appears below your Stamina Bar at the top of the screen.

This gauge

becomes active whenever you initiate Recital Mode, which is done by pressing the **Ⓜ** button. In Recital Mode, you can play different colored notes for a variety of status boosts. For example, playing two white notes increases your foot speed. The notes available to each Hunting Horn can vary based on the Horn's specific attributes.

(For more melodies read the Hunting Horn Sheet Music article under Melee Weapon Info in Hunting Life—Monthly Magazine for Hunters found on the Book Shelf in your House.)

combos: Hunting Horns have a variety of combos that need to be mastered in order to gain the weapon's full potential. Tap the **Ⓐ** button to chain Right and Left Swings limitlessly. Press the **Ⓞ** button to chain up to three Poke attacks into a combo. The Poke combo can be used at the head of the Swing combo. Both the Poke and Swing combos can end with an Overhead Smash using the **Ⓐ + Ⓞ** buttons.

(No combos can be preformed in Recital Mode.)

tip: Hunting Horns are especially advantageous weapons when hunting with a group of friends due to the beneficial status boosts distributed among your entire party. However, when hunting in a group, be sure to stand clear of any comrades before you start swinging or you will end up doing more harm than good with this large, powerful instrument.



lances

Lances are incredibly well balanced weapons with simple controls and tremendous depth. Lances combine a superb guard, outstanding sharpness, great reach, and simple combos into one powerful weapon. If you are a patient hunter with nerves as strong as your shield there is no better weapon.

Swiftness and agility are the only costs of wielding these weapons. While drawn, your speed is diminished and your ability to evade is reduced to a back or side-step. These two negative points are easily overcome with the Lance's exceptional guard and long reach. You are also able to chain evasions up to three back or side-steps—an ability not available in most weapon classes.

controls

- Button: Medium Thrust
- Button: Upper Thrust
- + ○ Buttons: Charge
- Button: Guard
- + ○ + ○ Buttons: Instant Guard (While weapon is unequipped)
- + ○ or ○ Buttons: Guard Attack

charge: When a stronger offensive assault is required, this defensive maneuver can be used to great effect.

The Charge attack launches you into a powerful sprint, with your Lance poised to impale anything in your path. The Charge can be maintained as long as your stamina holds out.

combo: Use the ○ and ○ buttons to combine Medium Thrust and Upper Thrust in any order, creating a Combo of up to three attacks.

tip: Lances trade stamina for their Guard ability, but unlike other weapons, a Lance has no holes in its forward defiance. The only way to break a Lance's defense is by fully depleting your stamina. Use this ability to become a stone wall. Allow monsters to strike, and then use your Guard Attack to strike them from behind a solid defense.

tip: With a Lance drawn, your ability to evade using the ⊗ button is reduced to a back or side-step; try using this class's outstanding Guard ability instead as the preferred mode of defense. On the other hand, using side-step chains may allow you to quickly match the movements of a monster while chaining combo attacks between side-steps.

gun lances

A Gun Lance exemplifies the best of both melee and range weaponry. It has guard abilities that rival that of the standard Lance and can quickly alternate between distance and close range attacks. Unlike other range weaponry, Gun Lances do not use standard ammunition so you do not have to worry about equipping different munitions. There are three available types of ammo that different Gun Lances can load—Normal, Spread, and Long. A Gun Lance's true power rests in the Wyvern's Fire, the single most powerful attack a hunter can unleash.

While a Gun Lance is drawn, your speed and maneuvering are greatly reduced and the weapon's grave weight renders it impossible to chain together back-steps or side-steps. Even Long ammo-firing Gun Lances are mid-range weapons at best and Wyvern's Fire, though very powerful, takes a long time to cool before it can be fired again. Despite these imperfections, Gun Lances are a solid choice if you are looking for a defensive weapon with a lot of versatility.

controls

- Button: Forward Thrust
- Button + Forward Movement: Rushing Upward Thrust
- Button: Fire
- + ○ Button: Upward Swing
- Button: Guard
- + ○ Buttons: Guard Attack
- + ○ Buttons: Reload
- + ○ + ○ Buttons: Wyvern's Fire (While Guarding)
- + ○ + ○ Buttons: Instant Guard (While Weapon is unequipped)

wyvern's fire:

One of the most powerful attacks available to any hunter, Wyvern's Fire concentrates all the power of a Gun Lance into a single powerful shot that deals unrivaled

damage to a target. This technique takes a long time to charge and overheats after one use, requiring a long cooling cycle before it can be activated again.

combo: Any three melee attacks can be chained into a combo. However, the Rushing Upward Thrust cannot transition into the Upward Swing. You may fire at any time and continue to do so in rapid succession until ammo supplies are depleted and the weapon requires a reload.

tip: When using a Gun Lance, pay close attention to your weapon's sharpness. In addition to melee attacks, firing the gun or using Wyvern's Fire also dulls the blade. If a Gun Lance becomes too dull it will no longer be able to fire. Be sure to have a whetstone handy at all times.

range weapons

Range weapons are quite different from melee arms, and therefore require a different type of hunter. Range weapons require stealth and speed. Hunters using these weapons must have the ability to set up a strategic assault and react quickly if things don't go according to plan. With range weapons, each action is driven by thought and cunning. The hunter selects precision over brute force in a battle of skill versus might and man versus monster. By selecting a range weapon as your primary armament you are joining the elite rank of the Gunners.

While using a range weapon, you have the ability to toggle between the various Coatings / Ammunition in your inventory by holding the **L1** button and using the **△** and **×** buttons to cycle through available options.

bow guns

Bow Guns are a versatile and powerful option in the realm of range weaponry. Unlike melee weapons, the controls for Bow Guns do not vary based on the type. Though they share basic controls, there are major differences between Light Bow Guns and Heavy Bow Guns including power, range, mobility, ammo, and possible modifications.

controls

- Button: Reload
- Button: Fire
- + ○ Buttons: Melee Attack
- Button: Toggle between standard and scope view
- Button (Hold): Use weapon Sight

Both types of Bow Guns require ammunition. There are a wide variety of ammo types, each with a different power level and many carry additional status effects. Before departing on a quest, be sure to have enough ammunition to carry you through. For beginning Gunners, the Hunter's Guild will provide low-level ammo in the Supply Box at the onset of a quest. Ammo can also be purchased from a shop or created through combining items.

light bow guns

Light Bow Guns are small and nimble weapons that allow you to move around freely while your weapon is drawn and its unbridled mobility is the chief advantage to this variety of weapon. While equipped, you can fire quickly when appropriate and evade when necessary. In exchange for their compact size, Light Bow Guns lack the range, accuracy at a distance, and power when compared to Heavy Bow Guns. Additionally, Light Bow Guns are incapable of firing the most powerful forms of ammunition.

Improvements: Various aspects of Light Bow Guns can be enhanced to improve the weapons as a whole. By adding a Zoom Scope, you gain the ability to zoom in on targets and better adjust your aim. Adding a Silencer to your firearm dampens the sound of your shot, making it harder for monsters to determine its origin and decreases the weapon's kickback. Attaching a Long Barrel greatly diminishes round deviation and adds power to each shot. Though all weapons can benefit from the addition of a Zoom Scope, each Light Bow Gun can only accommodate one barrel modification. This means you will need to choose between the Silencer and Long Barrel.

heavy bow guns

Heavy Bow Guns are extremely powerful firearms. They deliver a much higher degree of damage at much longer range than their smaller counterparts and can equip ammo not available to Light Bow Guns.

Unfortunately, the power that Heavy Bow Guns can unleash comes at the cost of your mobility. When drawn, as with other heavy weaponry, your speed is greatly reduced and your ability to evade is cut to back or side-

steps. **Improvements:** Like Light Bow Guns, Heavy Bow Guns can be improved with the addition of a Zoom Scoop. Heavy Bow Guns can also be enhanced by the addition of either a Shield or a Power Barrel. By equipping your firearm with a Shield you are placed in a guarded stance whenever your weapon is drawn and you are not firing or reloading. Adding a Power Barrel reduces shell deviation and significantly increases power.

bows

Bows are extremely versatile range weapons that can be fired accurately from almost any range and have the option of charging each shot to devastating potential. Bows are lightweight, allowing maximum mobility, and are the only weapons that give you the option of both evasion styles. Tap the **×** button while stationary to perform a back-step, or press the button while in motion to roll. Each Bow is equipped with standard arrows that deal damage relative to the Bow's power. Once drawn, arrows can be charged to one of three powerful attacks depending on the Bow. Additionally, you can apply coatings to your arrows to add power or status effects.

Bows cannot compare to the melee weapons when it comes to close quarter combat and they have fewer coating options than Bow Guns. However, these few issues are more than compensated for the Bows' lightweight, powerful charge attacks and distinctive style.

controls

- Button: Fire
- Button (Hold): Charge Shoot
- Button: Melee Attack
- + ○ Buttons: Apply Coating
- Button: Toggle between standard and scope view
- Button (Hold): Use weapon Sight

charge attacks: By charging an attack with a Bow you change the flight type of the arrow. Each Bow can perform one of three varieties of Charge Attack, each of which has up to five levels.

rapid: Launches several arrows. The greater the charge, the more arrows are let loose.

pierce: Fires a single arrow with the ability to pierce through objects. The power of the arrow increases with the charge level.

scatter: Fires multiple arrows over a wide area. Arrows and coverage increase with charge level.

note: More information on Armor and Weapons can be found in Hunting Life—Monthly Magazine for Hunters, on your Book Shelf. Additionally, each weapon class can be tested in battle in at the Training School under Weapon Usage in Beginner Training.



the director: yasunori ichinose



1. the weapons set in this game is extremely dynamic. describe the process of balancing so many different combat styles into a single game.

There are seriously tons of weapon sets available in the game. When matching them up with monsters and quests, a lot of adjustments have to be made, endlessly. We assigned each of the weapon creation personnel to be in charge of the individual weapon adjustments, and the planner put them all together afterwards.

2. how much energy was invested on ensuring that different weapons complement each other to enhance the game's cooperative functionality?

Beyond only asking what to do with the weapons, we also experimented to find out the best way to create fun co-op gameplay, combining monsters, stages, items and other various elements. We have implemented a system with the introduction of Felyn Comrade to allow a single player to enjoy co-op play and feeling of oneness with the other players. We hope it helps to introduce the fun of playing MH with multiple players to more gamers as well as a different side of MH world.

3. monster hunter has an incredible bestiary. what went into designing the different monsters that populate the world of monster hunter freedom unite™?

The Monster Hunter team collects ideas that reference many pictures and documents on dinosaurs, insects, and other creatures in order to create a single monster. Sometimes, we visit zoos and go to animal shows to envision fictional creatures in our imagination. Although monsters appearing in the game actually do not exist in real life, we try to create a realistic look that can convince the audience.

4. it seems like a serious effort was put into making sure it is visually evident where the components for weapons and armor came from. how interconnected was equipment and creature design?

The weapons in Monster Hunter represent the inventions of the hunters in their day-to-day hunting experiences. What is the best way to turn assets collected from monsters into weapons and protective gear? Sharp objects like horns and tusks are used as swords. Hard objects like scales and carapaces or shells are used as shields and armor. By killing strong monsters, the hunters can make great weapons out of them to use for themselves.

interviews meet the creators.

producer: ryozo tsujimoto



1. how did you come to be a video game producer? what attracted you to this series?

When I was working as a game planner, I was offered a producer position. I had always been interested in it, so I took it. I had been involved in Monster Hunter games dealing with the network systems. I love that it is a co-op action game that anyone can pick up and play.

2. there has been a lot of speculation about why the monster hunter franchise has been so phenomenally successful. what do you feel is the driving force behind monster hunter's rampant success in japan?

MHP2G was a huge success from the launch, but the series faced a tough time in the early stages. We persistently held demo events for the gamers to try it out. Anyone who tried it once became a big fan, and the person helped to create a buzz. The portability of the device made it easy for the players to share with their friends and the buzz spread faster in many directions. We continued to hold promotional events. Every time we hosted an event, we saw that the effect was even bigger than anticipated.

3. what do you think is going to be the catalyst for this title's jump into mainstream success in the us?

We think that it is worthwhile to pour more efforts into information distribution via Internet.

4. monster hunter freedom unite is an incredibly beautiful game. what were the influences for the different environments?

We focused on creating stages for the players where they could instantly immerse themselves into the Monster Hunter world. Especially in the areas that the players enter right after the quests, we tried to come up with scenarios where the players would be able to feel the universe at its fullest. Additionally, in order to enhance our imagination in creating stages, we would take field trips to study overseas, where we could collect visual assets and images.

5. the idea of a game with no set story line or ending seems risky. how was this concept generated and brought to fruition?

Since it's a networking game, we didn't want to create an ending. The world of Monster Hunter is not something a single player creates alone by him/herself, but has many hunters involved in creating it. The MH world is constantly evolving with different individuals' contribution, so that it does not require any specific ending. As a result, the game has created a world where anyone can revisit it to play many times and for many hours; some players have even played it for a couple hundred hours in total or more.

