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.
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.

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 Portable 2nd, a port of Monster Hunter G for cell phones, and the much awaited sequel, Monster Hunter 2 for PS2, featuring the fruits 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.
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.

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 boarding unique monsters, topography, and climates. 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’s 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.

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

**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?**

"I love getting better stuffs!

**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.

** 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 love getting better stuffs!

"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.

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**what keeps you playing?**

"What keeps you playing?""
basic quest controls

Analog Stick: Hunter movement
Directional Buttons: Navigate menus
Button: Talk / Confirm selection
Button: Choose destination
Button: Cancel selection
Button: Area movement / Interact
• Button (Hold): Dash
• Button: Organize items / Skip cinema
• Button: Open / Close Village Menu

quest hud (heads up display)

1. health gauge: Located in the upper left corner of the screen, this helpful gauge is quite literally the hunter’s life bar. It displays the hunter’s 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 arrows. 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 items 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.
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.

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.

**misc:** 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 merely 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.

**gesture:** Use this menu to perform various gestures, such as “Dance” or “Happy.” In addition to binding greetings and victory poses these gestures can be used as important indicators when hunting with a group to be able to keep track of everyone’s posture. (Quest and Online Gathering Hall Only)

**items:** This tab 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 high rarity to your companions. Remember, while in the village you cannot give 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.

**advise:** 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 check 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 all the gear you have equipped in great detail. Within this menu, each item of the armor and weaponry you have equipped is visible.

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

**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)

**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, used 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.

**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.

**receive:** It from an Online Gathering Hall. (Gathering Hall Only)

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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 gamut 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 coched 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 YianKu-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 and expansive 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 YianKu-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.
FELYNE KITCHEN
Felynes are cat-like humanoids that a hunter may hire to help with food preparation or 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.

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 balance 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 outcomes 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.

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.

bookshelf
The Bookshelf houses your entire collection of Hunting Life—A Monthly Magazine for Hunters. This is an invaluable wealth of information ranging from articles 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 Bookshelf 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.
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.

**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:**
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.
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.

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 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 invaluable 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 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.
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.

treasure 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 accept quests offered by the first receptionist to the left. Guild Quests are divided into eight levels, each of them hunter level higher than the previous plus type 0 G Areas. With these levels there are four difficulty grades, levels 1 and 2 being easy, 3 through 5 set as moderate, 6 is classified as hard, and 7 or 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 to the far immediately preceding the locked level. This triggers an Urgent Quest. Once the Urgent Quest is successfully completed the higher level 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.

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 rank. 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 / Desert  
- **Exclusive carvings:**  
- **First appearance:**

The Congalala is a powerful fighter, using a sharp beak and dexterous paw精通 to press as hard as possible. It is very effective when attacking birds and use its sharp beak to break bones and release its prey.

**Information:**
- Congalala Fang

**Bestiary:**
- Jungle
- Desert

2. **Tigrex**  
- **First appearance:** Snowy Mountains  
- **Exclusive carvings:**  
- **First appearance:**

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. Known for its highly aggressive temper and its brilliant golden-orange skin streaked with sapphire stripes. The Tigrex is neither crafty nor a creature of subtlety but prefers to strike from ambush and often targets a hunter's weaker partner. Due to its natural advantages, the Tigrex is basically unstoppable if cornered. Its bite is venomous and powerful, its scales harsh and resistant, and its Hide extremely tough.

**Information:**
- Tigrex Scale • Tigrex Claw • Tigrex Shell

**Bestiary:**
- Snowy Mountains

3. **Daimyo Hermitaur**  
- **First appearance:** Snowy Mountains  
- **Exclusive carvings:**  
- **First appearance:**

The Daimyo Hermitaur roams beach shores and desert sands. Covered in hard-shelled armor, Diablos has broken through its abdomen to reveal the beast's iron belly. Additionally, this beast is equipped with two massive, sharp claws; these combined with the powerful jaws mean Diablos can devastate any hunter before it has a chance to react. Its best strategy is to perform a devastating surprise attack that can cripple even the strongest and most experienced hunters.

**Information:**
- Diablos Shell • Diablos Spine

**Bestiary:**
- Snowy Mountains

4. **Giaprey**  
- **First appearance:** Swamp  
- **Exclusive carvings:**  
- **First appearance:**

This deadly wyvern is often underestimated due to its appearance. Though it may look like an overgrown bird, the Giaprey has a terrifying set of weapons – a lethal beak from which it can spit a highly toxic poison. Even without this adaptive advantage, the Giaprey can be considered one of the most dangerous creatures for those who are careless…it may also be their last. Despite its size, the Giaprey has no trouble working together to pack a punch. The beak, when it strikes, wields lethal force, causing damage that can kill even the strongest and most experienced hunters.

**Information:**
- Giaprey Fang • Giaprey Scale • Giaprey Hide

**Bestiary:**
- Swamp

5. **Cephalos**  
- **First appearance:** Desert  
- **Exclusive carvings:**  
- **First appearance:**

As it charges bluntly. Despite its size, Diablos has no trouble working together to pack a punch. The beak, when it strikes, wields lethal force, causing damage that can kill even the strongest and most experienced hunters.

**Information:**
- Cephalos Scale • Cephalos Fin

**Bestiary:**
- Desert

6. **Yian Kut-ku**  
- **First appearance:** Snowy Mountains  
- **Exclusive carvings:**  
- **First appearance:**

The Yian Kut-Ku has adapted to thrive in an environment that offers few challenges. With tiny wings and a relatively weak constitution, the Kut-Ku can't fly high in the air, but it can perform spectacular aerial attacks. The Yian Kut-Ku has evolved to become a highly effective fighter. A powerful attack will often result in the death of a hunter, but even if missed, the Kut-Ku will charge any foe without provocation. They have been known to attack other hunters and the Kut-Ku webs are highly combustible. To avoid most of his attacks and wasting any blows on him, this is one predator that should only be approached with extreme caution.

**Information:**
- Yian Kut Ku Shell • Kut Ku Webbing • Kut Ku Scale

**Bestiary:**
- Snowy Mountains

7. **Gypceros**  
- **First appearance:** Swamp  
- **Exclusive carvings:**  
- **First appearance:**

The Gypceros has developed the ability to use a weapon in order to defeat its quarry. It is well equipped with a weapon – a pair of jaws roughly the size of a human head, and it uses this weapon to devastating effect. The Gypceros pack contains poisonous sacs from which they can project a deadly fluid onto their quarry. Adorned with a skin of vivid red skin spotted with patterns, the Gypceros is a powerful and dangerous predator. Its deadly breath attack can be devastating, releasing a toxic saliva onto prey. The Gypceros hunt in packs, often found swimming through the fine sands of the desert as though it were water. These are social creatures that often work together to pack a punch when faced with superior foes. Due to this adaptability, the Gypceros not only causes great damage, but can also work as a weapon to inspire allies.

**Information:**
- Gypceros Hide • Gypceros Mouth

**Bestiary:**
- Swamp
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 Blademaster’s 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 is a level of greater importance to the choice of a hunter than their chosen 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 different hunting styles. Melee weapons allow you to feel the impact of every blow as the needle meets and then strikes dead.
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.

**Demonization:**
This destructive state is the most devastating form of any set of Dual Blades. Press the **B** 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 **D** and **A** buttons simultaneously.

**Combos:**
Trigger a combo attack with the Dual Blades by tapping the **D** 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:**
Pressing the **B** button during combat can break a combo and cause you to evade.

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**Controls:**

<table>
<thead>
<tr>
<th>Button</th>
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<td>Right Spin Slice</td>
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<tr>
<td><strong>A</strong> + Analog Stick Left</td>
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<tr>
<td><strong>B</strong></td>
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<td><strong>B</strong> + <strong>A</strong></td>
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<tr>
<td><strong>B</strong> + <strong>F</strong></td>
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**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 **D** 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.
**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 line up 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.

**Charge Attack:** By holding down the D 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. This also means 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.

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**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.

**Spirit Blade:** Though you can perform this technique at any time by pressing the B 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 compensate for any defensive weaknesses.

**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 to focus the power of the blow onto a single enemy.

**Combat:**
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.

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**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. Unlike 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, makes them a powerful weapon.

**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 Bookshelf 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 or buttons.

(No combos can be performed 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.

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**Controls:**

- **Button: Smash Down**
- **Button: Charge Power**
- **Button: Recital Mode**

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

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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 lies 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 ammunition 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.

Wyvern’s Fire:

One of the most powerful attacks available to any hunter, Wyvern’s Fire concentrates all the power of a Gun Lace into a single powerful shot that deals unrivaled damage to a target. This technique takes a long time to charge and overheat after one use, requiring a long cooling cycle before it can be activated again.

gun lances

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combos

Use the D and A 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 defense. 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 D button is reduced to a back or side-step, by using this attack’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.

controls

D Button: Forward Thrust
D Button + Forward Movement: Rushing Upward Thrust
A Button: Fire
D + A Buttons: Upward Swing
B Button: Guard
B + D or A Buttons: Instant Guard (While weapon is unequipped)
B + D or A Buttons: Guard Attack
B + D or A Buttons: Reload
B + D + A Buttons: Wyvern’s Fire (While Guarding)
B + D + A Buttons: Instant Guard (While weapon is unequipped)

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 then a Lancer is the weapon to choose.

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 Lancer’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.

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:

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: With a Gun Lance drawn, your ability to evade using the D button is reduced to a back or side-step, by using this attack’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.
Range weapons are quite different from melee arms, and therefore require a different type of hunter. Range weapons require stealth and speed. Hunters who use 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 can be toggled by holding the button and using the and buttons to cycle through available options.

Bows are extremely versatile weapons that can be fired accurately from almost any range and have the option of adding 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. A Shield also provides some protection from attacks. Bows 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. A Shield also provides some protection from attacks. Bows cannot compete 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 Bow's lightweight, powerful charge attacks and distinctive style.

**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 of 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 improved to improve the weapon 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 at 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 Stainer and Long Barrel.

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.

**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 weapons, your speed is greatly reduced and your ability to evade is cut to basic side-to-side.

Improvements: Like Light Bow Guns, Heavy Bow Guns can be improved with the addition of a Zoom Scope. 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. A Shield also provides some protection from attacks. By adding a Power Barrel reduces shell deviation and significantly increases power.
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 accepted. I had been involved in Monster Hunter games dealing with the network systems. I knew 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 buzz 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 storyline 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 himself/herself, but has many hunters involved in creating it. The MH world is constantly evolving with different individuals’ contributions, so that it doesn’t 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.