

GAMER GUIDE

MONSTER HUNT
RISE EDITION



the need to know you didn't know you needed

WHAT IS IT?



Monster Hunter Rise is an action role-playing game developed and published by Capcom. It's the sixth title in the franchise and was created specifically for the Nintendo Switch. It was released globally in March 2021, and a PC version was released in January 2022. *Monster Hunter Rise* was praised for its new movement mechanics and received well by fans of the franchise resulting in over 11 million copies being sold by August 2022, making it the second best-selling title in the series.

The game builds on many of the new mechanics and conventions established in *Monster Hunter: World* while simultaneously introducing its own new features. As with all the previous titles, you play the role of a (you guessed it) monster hunter who is tasked with tracking down and defeating the threatening monsters in the surroundings of Kamura Village. Players are able to tackle their missions on their own or team up in online cooperative play to bring down the more challenging beasts.

Sharpen your swords, because this guide is giving you the lowdown on everything you need to know to become the ultimate hunter!



BREAKDOWN THE BASICS

Gameplay

Monster Hunter gameplay is very consistent from one game to the next. There's a pattern to it!

- Pick a monster to fight
- Travel to the area where it is found
- Find the target monster & slay it
- Craft new gear from the loot



Hunt, fight, craft, repeat! Easy peasy right?

When you first arrive in Kamura Village, you'll be escorted around and introduced to the various villagers and the roles they play. Once you've done the rounds you will head out on your first expedition and there are tutorial pop-ups aplenty to help you navigate the world and the mechanics in the game.

Once you return victorious you'll be taught how to turn those monster parts into shiny new weapons and gear, after a lot of cleaning... hopefully. And so the cycle begins, with the difficulty increasing as you complete more and more successful hunts.



Dango Canteen



Bunny Dango is a speciality from the village which provides various buffs and boosts for hunts. Eating dango before you go out on the hunt is essential as, not only will you have the boosts, but there is a chance they'll apply special effects based on their associated skills.

When we say essential, we mean ESSENTIAL! No matter how tight your cash is, it's always worth eating before you go out. If you neglect to eat before you start the mission you'll be stuck with very low stamina and HP. Nobody likes dying quickly right?

Dango works in threes, each flavour you pick correlates to a perk such as reduced damage or extra hunt reward items. The game calculates the likelihood of activating those perks, you eat your meal, and it tells you which perks got applied.

Quests



Quest givers in *Monster Hunter Rise* define which mode you'll play in, making the system very intuitive and immersive as opposed to selecting an option in a menu.

Your main quest lines are delivered via the twin maidens Hinoa and Minoto.

Single Player: Hinoa can be found near Steelworks and will give you all of your single-player quests.

Multiplayer: Minoto is located in the Gathering Hub and she will give you quests that need to be completed with a squad. Technically, you can play them solo but why struggle when they're designed for multiplayer?

Special License Tests: Unlock these from Hinoa through progression in single-player quests. These challenging missions allow you to instantly raise the rank of multiplayer missions over at the Gathering Hub.

Rampage: These tower-defence-style quests involve defending Kamura from waves of monsters. Repel monsters using Hunting Installations to defend the Stronghold and hold out until the final wave has been defeated or the Major Threat monster has been slain.



Companions

No hunter traverses the wilds alone. *Monster Hunter Rise* has the cutest companions to help you on your quests: the Canyne Palamute and the Felyne Palico.

They provide passive buffs as well as combat assistance.

Palicos will act on their own to support the player, while Palamutes work in sync with the hunter when they're moving and attacking.

Palamutes are also mounts and can save you a great deal of stamina.



Palico Support Types



Fight: Higher attack damage + buffs the hunter's attack as well



Heal: Recovers HP for itself and the hunter + clears Status Abnormalities



Gathering: Higher gathering rate for extra materials



Assist: Set traps to assist the hunter



Bombardier: Supports hunter with bombs

Monsters

There are over 70 different monsters in the game. Each has it's own strengths and weaknesses, making it impossible to cover all of them in this guide, but these are the main types you can expect to find:



Amphibians



Bird Wyverns



Brute Wyverns



Elder Dragons



Fanged Beasts



Fanged Wyverns



Fishes



Flying Wyverns



Herbivores



Leviathans



Lynians



Neopteron



Piscine Wyverns



Snake Wyverns



Temnocerans

Environment

Locations

There are five different hunting locations in *Monster Hunter Rise*.



SHRINE RUINS

A lush wet area, the Shrine Ruins features large cliffs and hills for the Hunter to ascend using the Wirebug.

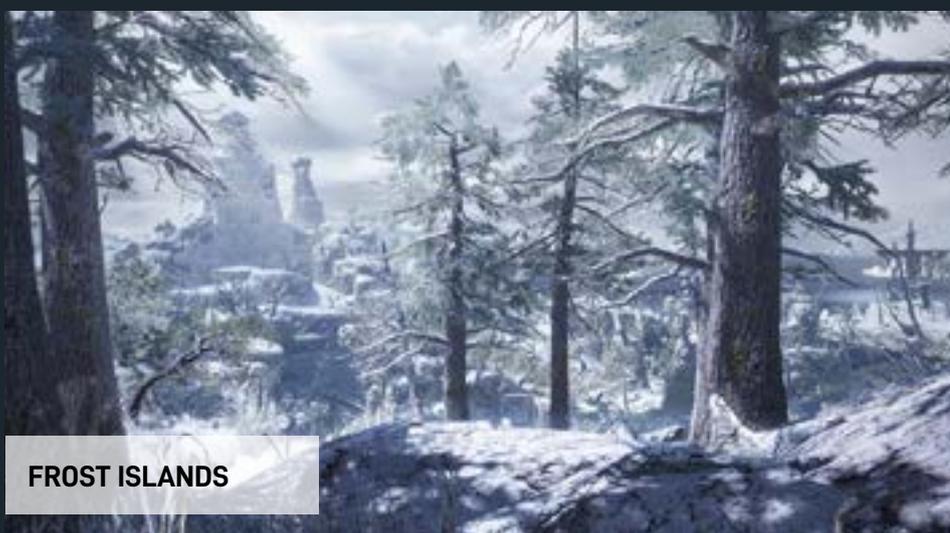
Dotted around the area are the ruins of an old Shrine that hide secrets within their crumbling and mossy walls.



FLOODED FOREST

This forest is a dense region of deep, dark green. Due to a constant flow of water, the majority of this forest has become submerged.

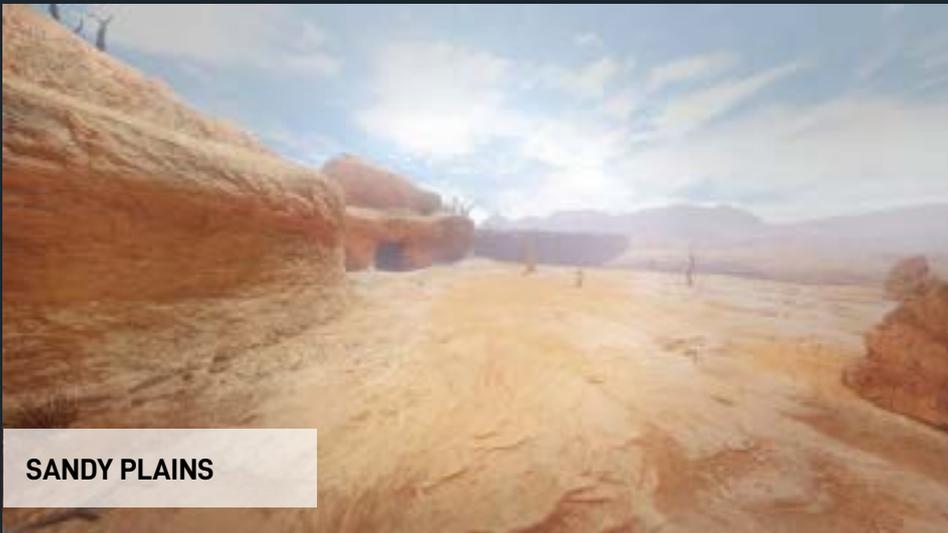
The eye-catching ruins here can be scaled by using the Wirebug.



FROST ISLANDS

As its name suggests, the Frost Islands is a frigid place with plenty of snow, ice, and water - as well as caves.

The Frost Islands used to be the nest of a gigantic dragon. Many heroes lost their lives trying to slay the beast, turning it into a barren place of desolation and death.



SANDY PLAINS

A desolate wasteland, filled with aggressive monsters that hunger for flesh and blood.

During the day, the sun beats down on the plains mercilessly, but at night it's lit up by the cool moonlight.



LAVA CAVERNS

This large cave system is divided into a searing hot area with flowing lava, and a nice cool area with beautifully pure water.

It would be a wonderfully mystical environment if it wasn't teeming with monsters...

Endemic Life

Endemic Life in *Monster Hunter Rise* are creatures that live in different areas that, when found, grant a variety of boons to hunters. These creatures can be captured and some species work hand in hand with certain pieces of equipment. For example, the pollen that is released by the Spiribird attaches to a piece of equipment called The Petalace, this envelops the hunter in a sweet, energizing fragrance that grants a permanent status boost until the end of the quest.





Permabuffers: Provide hunters with a permanent buff that lasts until the end of a hunt.

Temp Buffers: Provide hunters with a temporary buff such as increased attack or decreased stamina consumption that only lasts a certain amount of time.

Hunting Helpers: Can be carried around in a Helper Cage and deployed for various special effects that may aid in battle.

Ensnaring Life: Can be triggered by the hunter in order to damage or trap a monster that happens to be nearby.



Crafty Creatures: Give the hunter materials that can be used for crafting.

Rare Creatures: Are unique to each zone, and are rarely ever seen. A photograph has to be taken of them to unlock the information in Hunter's Notes.

Items

Weapons

Weapons are divided into fourteen types, each with special requirements and a unique move-set, complete with strengths and weaknesses:



Great Sword: Large, powerful but slow heavy-damagers



Long Sword: Nimble and with great melee range



Sword & Shield: Balanced, mobile & beginner friendly



Dual Blades: Light with extremely fast flurry of attacks



Hammer: Slow but heavy & stunning attacks



Hunting Horn: Easy and long range support weapon



Lance: Strong defense and offense



Gunlance: High offense, limited range



Switch Axe: Versatile, fast & elemental damage



Charge Blade: Versatile, powerful and fast



Insect Glaive: Mobile, aerial attacks and buffs



Bow: Fast, ranged debuff attacks



Light Bowgun: High mobility, rapid fire ranged weapon



Heavy Bowgun: Slow but powerful ranged attacks



Armour

Armour in *Monster Hunter Rise* grants defensive properties and changes the appearance of the Hunter and Buddies. It is comprised of sets, unique armour pieces, accessories, and cosmetic layering of armour. Just like in *Monster Hunter World/Iceborne*, each armour that is obtained and crafted usually carries the look and feel that is related to a Monster.

There are five different slots of armour: Head Armour, Chest Armour, Arms Armour, Waist Armour and Leg Armour. Using various pieces of the same Armour Set will grant additional elemental resistances.

Talismans



Much like Armour, Talismans come with skill points that contribute towards a Hunter's equipped Skills. Talismans are equipped in the Talisman slot and are obtained by using the Melding Pot.

Talismans and their Skills are a largely random affair, with no absolute guarantee on what Skills a melded Talisman will possess.

However, they are a key addition to a Hunter's arsenal and acquiring several different combinations can provide a lot of flexibility to a loadout.

TIPS & TRICKS



- It's totally normal to take a little while on your hunts, especially if you're exploring and collecting on the way! Taking ten minutes or more is normal for solo Village Quests.
- Stock up on items when they're on sale, like trap tools and bombs.
- There's no fall damage! So if you're in need of getting somewhere below you quickly, simply jump straight off the edge, and you'll land safely without taking any damage - the same goes for your buddies!
- Forgot to eat before heading out on a quest? Use the tent at your base camp to cook up your favorite Dango.
- Your Item Pouch is limited on space, so remember to transfer any unwanted items that you have managed to collect to your Item Box. Before defeating your required monster, make sure you have some spaces free in your Item Pouch, as you will only have a short period of time to carve for materials before you are transported back to the village. So don't go wasting this time emptying your pouch as you may miss out on collecting some valuable materials.
- Collect random stuff like plants, mushrooms, bugs, and mining spots as often as possible. Basically, every time you pass and it's easy to just press the A button, just do it. Trust us you'll need it.
- Don't bother using your armor spheres to upgrade the basic starting armor. Save them until your next set, which you'll likely stick with until you reach High Rank.

CONCLUSION

Even with all the info packed into this guide, you still have so much to learn and explore. That's the beauty of *Monster Hunter Rise*!