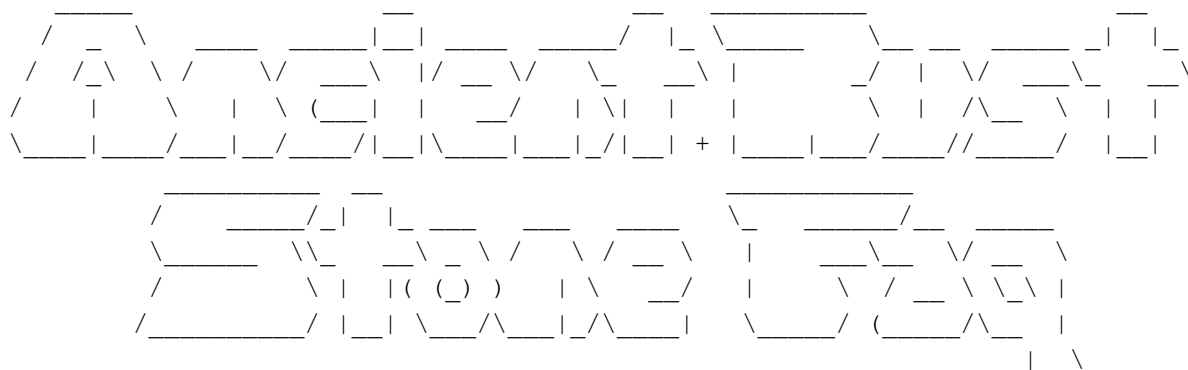


Monster Hunter Freedom 2 Ancient/Rust Stone FAQ

by MHxOGRE

Updated to v1.50 on Nov 8, 2007



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|
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|
|   Tags: (Monster Hunter Tag: OGRE) (Xbox 360 Tag: chef usa)
|
|           Began: November 4th, 2007
|
|           Completed: ----- ---, ----
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With a new installment of the Monster Hunter franchise comes new and original versions of classics we all know and love such as Ruststones and Ancient Stones. I know what your thinking, "Wait a minute, I always hated those stupid Ancient Stones...". Well, I was just yanking your chain there.

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| || CH.00 ||           Introduction           || NT.RO ||
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Salut! Welcome back for another installment of the Legendary Monster Hunter

Area	Location of Mine Site	Area	Location of Mine Site
6	At the northwest mine site & At the west mine site	1	At the east mine site & At the west mine site
8	At the northeast mine site & At the north mine site & At the northwest mine site	4	At the north mine site
		5	At the north mine site

--- How do I polish one of these Stones? ----- AQ.04 ---

Once you've acquired a Stone save your game and head to the Equipment & Crafting Shop, located in the east of the Pokke Village. Talk to the guy in charge of crafting weapons. Second select "Weaponcraft", then "Create Weapon". Depending on the type of stone, may it be a lg Ancient stone or a Rusted Flatstone, you'll need to select the appropriate weapon type. You will need to scroll to the last page of the crafting list (simply press left on the dialog pad). You should see a crafting option saying "??????", which is a type of Rust or Ancient Stone. If you have both Rust and Ancient stones of the same type there will be two options that read "?????". Once polished the Stone becomes a weapon. There are random weapons that can be obtained in an easier fashion, but you might find an Ancient Weapon...

--- How do I do the Weapon Trick? ----- AQ.05 ---

...Chances are, when you polished that weapon it was not what you wanted. Well there is a way to change that. Remember earlier when I told you to save your game? Well, there was a reason for that. If you didn't get the desired weapon reset your PSP and reload your character. Go complete a quick gathering quest and return to the Crafting Shop. Polish the stone, reset and complete the quest until desired weapon is obtained.

--- What about the Longsword, Hunting Horn, Gunlance and Bow? ----- AQ.06 ---

Unfortunetly, there are no Rust or Ancient Longswords, Hunting Horns, Bows or Gunlances. Sorry to break it to yeah. I wish I could change that too fellas.

Polishable Weapons		WP.00		
(/)	[WP.01]	UST WEAPONS		
Attk	-Price	Afnt	Element/ Def	
Rusted Great Sword.....	0432	01000z	+00%
(Tarnished Great Sword.....	0528	02500z	+00%
(Ancient Blade.....	0864	40000z	-20%	Dragon +100
(Steel Ice Blade.....	0672	35000z	+00%	Ice +200
(Steel Ice Blade+.....	0720	50000z	+00%	Ice +240

/					
(_Daora's Decimator.....	0912	90000z	+00%	Ice	+350
~~~~~					
Rusted Sword.....	0126	01000z	+00%		
/					
(_Tarnished Sword.....	0140	02500z	+00%		
/					
(_Eternal Strife.....	0126	40000z	+00%	Dragon	+520
)					
(_Steel Ice Dagger.....	0192	35000z	+00%	Ice	+180
/					
(_Steel Ice Dagger+	0210	50000z	+00%	Ice	+200
/					
(_Daora's Razor.....	0266	90000z	+00%	Ice	+320
~~~~~					
Rusted Hammer.....	0468	01000z	+00%		
/					
(_Tarnished Hammer.....	0572	02500z	+00%		
/					
(_Breath Core Hammer.....	0936	40000z	-20%		
)					
(_Jadite Mace.....	0780	35000z	+00%	Fire	+260
/					
(_Jade Mace.....	0832	50000z	+00%	Fire	+300
/					
(_Lunastra's Crown.....	0936	90000z	+00%	Fire	+370
~~~~~					
Rusted Lance.....	0207	01000z	+00%		
/					
(_Tarnished Lance.....	0253	02500z	+00%		
/					
(_Undertaker.....	0414	40000z	-20%		
)					
(_Steel Ice Spear.....	0322	35000z	+00%	Ice	+200
/					
(_Steel Ice Spear+	0345	50000z	+00%	Ice	+240
/					
(_Daora's Fang.....	0437	90000z	+00%	Ice	+300
~~~~~					
Demonlock.....	0168	01000z	+00%		
~~~~~					

I should note now that you CAN NOT polish a stone and find a Steel Ice spear or a Daora's Fang. The only item in these Weapon Trees that can be polished are the Rusted Great Sword, Rusted Sword, Rusted Hammer, Rusted Lance and the Demonlock.

(, /					
/---					
) /	[WP.02]				
---- ( /	NCIENT WEAPONS	-----+	~~~~~	~~~~~	~~~~~
			Attk	-Price	Afnt
				Element/	Def
~~~~~					
Worn Great Sword.....	0624	01000z	+00%		

/				
(_Weathered Grt Sword.....	0720	12500z	+00%
/				
(_Epitaph Blade.....	0960	60000z	-20%	Dragon +100
)				
(_Teostra Blade.....	0768	80000z	+00%	Fire +480
/				
(_King Teostra Blade.....	0816	90000z	+00%	Fire +620
~~~~~				
Worn Blades.....	0168	01000z	+00%	.....
/				
( _Weathered Blades.....	0182	12500z	+00%	.....
/				
( _Eternal Schism.....	0182	60000z	-20%	Dragon +480
)				
( _Hi Twin Daggers.....	0224	55000z	+00%	Ice +350
/				
( _Silhouette Sabres.....	0238	80000z	+00%	Ice +400
~~~~~				
Worn Hammer.....	0676	01000z	+00%
/				
(_Weathered Hammer.....	0780	12500z	+00%
/				
(_Pulsating Core.....	1040	60000z	-20%
)				
(_Steel Ice Hammer.....	0832	80000z	+00%	Ice +290
/				
(_Daora's Colossus.....	0988	90000z	+00%	Ice +330
~~~~~				
Worn Spear.....	0299	01000z	+00%	.....
/				
( _Weathered Spear.....	0345	12500z	+00%	.....
/				
( _Matenro.....	0483	60000z	-20%	.....
)				
( _Teostra's Howl.....	0414	80000z	+05%	Fire +180
/				
( _Teostra's Roar.....	0460	90000z	+10%	Fire +200
~~~~~				
Island of the Gods.....	0204	01000z	+00%
~~~~~				

)				
/(, )				
/ /				
/ / [WP.03]				
+- ( / THER WEAPONS -----				
	Weapon Class		Item Needed to Make	
	---	Great Sword	01: Flat Ruststone	
	---	Great Sword	01: Ancient Flatstone	
	---	Sword & Shield	01: Small Ruststone	

---	Dual Swords	01: Sm Ancient Stone
---	Hammer	01: Large Ruststone
---	Hammer	01: Lg Ancient Stone
---	Lance	01: Ruststone Rod
---	Lance	01: Ancient StoneRod
---	Light Bowgun	01: Ruststone
---	Light Bowgun	01: Ancient Stone

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|| CT.TS || Version History || VN.HS ||

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Version 0.00 - (November 4th, 2007) - Began The Walkthrough.  
Version 1.00 - (November 6th, 2007) - First Release of Walkthrough.  
Version 1.50 - (November 8th, 2007) - Nearly Completed, First Update.  
Version 2.00 - (----- ---, ----) - Finished The Walkthrough.

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|| CT.TS || Contact Information || CT.NF ||

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This will be my information to you and will provide the guidelines for contacting me, and my info.

I've changed my email because yahoo sucks for email;  
Email: Markymarctm(at)hotmail(dot)com

- Guidelines:
- In order for me to answer your emails to me you will need to follow a very few simple guidelines.
  - If you recognize me from Monster Hunter please Email Me.
  - Must not be Junk and/or Bulk mail.
  - Must be written in proper etiquette for me to be able to respond to it.
  - Must be in English.
  - Put "MHF2 Ancient/Rust" as the main topic or I will NOT respond. Its just a test to see if you can follow directions, therefore your worth my time. =)

Here is where you can vew all of my other works:  
<http://www.gamefaqs.com/features/recognition/64076.html>

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I thank Capcom and the Monster Hunter community for being so great!

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