

Monster Hunter Freedom Unite Weapon Guide

by HayzenTZ

Updated to v2.0 on Dec 10, 2009

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B E G I N N E R W E A P O N G U I D E

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Legal/ [1]

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The following sites that are hosting my guide:

gamefaqs.com

neoseeker.com

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Intro/ [2]
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Greetings! welcome to my FAQ about our magnificent game,MHFU.
if you have read my previous FAQ then this will be my third FAQ you have read.
firstly,thanks to those who helped me create this guide. Without you guys I
wouldn't have been able to write it.
What FAQ you say? You're going to find out!
If you read the title, you'll know this FAQ is about Weapons for Beginners.
Here we go..

Weapons,the key,the heart and trump card of your hunting.
well,basically it's the main equipment for your entire hunting career.
the technical success factor from hunting it self, 90% are based on your weapon
and the rest is from your armor set. why, you ask?
let say..if you're hunting a Kut-Ku,and you aren't wearing any armor
(the "Nothing Equipped" set)
and all you can grab is a Bone Kris,can you finish the hunt?

the answers is yes. as long as you could dodges all of his pathetic attacks and
slice-n-dice them back, they'll just die and what about if you got no weapon?
even you are wearing White Fata set,but you don't have anything beside Kicking
when fighting an Iodrome,you'll just freaked out before you can actually
killed him right?
even if you could kill an Iodrome just using bombs. and before you talk back
there's no way that you could beat Teostra using bombs. =d

and yes, once again weapons are one of them most important thing in MH.
MH doesn't need you to clear the whole game just by using one type of
weapon. in fact,YOU'LL NEED TO USE THEM ALL.
respect them,never underestimate them,and master them,they'll serve you
right and that's what I'm going to tell you about.

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Know It's Basics/ [3]
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Allright! moving into the basics!
Weapons basics will be divided in two categories.
one.. what? you wanna jump into the main section?
allright for those who are fully mastered about the basics may skip
into the main section,BUT! for those who just started playing or
those who don't know anything beside chop,chop and kill. you are gonna regret
it if you didn't learn the basic.remember, you gotta crawl before you walk.

the first is based on Damage Type Dealt,and the second is job class.

=====
{3a} Based on Damage Type Dealt
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There are 2 Types of Damage Type in entire MH series
I . Slash
II. Strike

=====
[3a1] Slash
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As you can see, it's a type of weapon that cuts, cuts, and cuts monsters.
it's mainly blade-shaped and usually they got better sharpness than others.

cutting weapon plays it's card on it's Sharpness.
well.. basically all melee weapons are dependant to Sharpness

and in this part I'll teach you the importance of Sharpness.

see the 'butcher knife' icon below your Stamina bar? the glowing color on it
indicates your current Sharpness level.

_____ |== <== it looked like this, I think..

Sharpness it self are divided into several levels.
from lowest to highest: RED < ORANGE < YELLOW < GREEN < BLUE < WHITE < PURPLE

most of basic weapon starts at YELLOW or GREEN. and most of end-game
weapons have BLUE, WHITE and some with PURPLE sharpness.

so.. what's this Sharpness do? well, if you think it logically,
which one has more capabilities to cut things?
a grinded-this-morning knife or a rusty knife?
of course any dumb people would pick the first one and that's the point.
THE SHARPER THE WEAPON, THE STRONGER DAMAGE DEALT.

so.. what about RED level? are there any weapon start from there?
Nope. it's big no . RED level can be achieved by keep hitting your weapon
to it's misery.

and what happened if your Sharpness reach PURPLE or RED?
let me explain it on the Sharpness section later. ;]

Slash weapon is the majority. all melee weapons that exist in MH
60% are Slash weapons, 40% are Strike weapons.

the main feat of Slash weapons is that Slash weapons can
cut off tails.
yes, we pull off a tail from it's owner. simple right?

once you cut their tail you can carve them.
number of carves are vary among the monsters. Gravios may give 2
carves and Rathalos can only give once.
of course that if when the Carving Celebrity skill doesn't count.

so for the slicing-through thing, Cutting is your man for the job.

WEAPON FOR SLASHING (make sure you try these things)

- Sword&Shield -Long Sword
- Dual Sword -Lance
- Great Sword -Gunlance
- Bow (Melee Attack)

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[3a2] Strike
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Strike, is quite different story from Slash.
this weapon type have no razor-edge unlike his brethren Slash.

but still, as a fellow Blademaster weapon, it has a Sharpness.
and Strike damage is also affected by it's Sharpness, so keep that in mind.

And the main star of Impact weapon is Hammer.
Hammers and Hunting Horns can inflict special status point
called Stun.

When you hit the right part for stun status damage (usually the head), yellow
sparks will follow your hit. that's indicating you're dealing 'stun' status
(also called 'KO' status) damage to your opponent.
Keep hitting on monster's head several times and they'll fall into the
ground, knocked out and helplessly immobilized, for around 8-10 seconds.
want to know more about Stun? just wait or skip into Hammer section.

Since it's a blunt weapon, it cannot cut tails. and obviously,
can you cut something by keep smashing on it?

Strike weapons can also do things that Slash Weapons can't.
well, just call it Breaking. it breaks monsters parts that cannot
be cut over. the best and the only example is Daimyo's Shell.

So, want to make those monsters get dizzy? search and destroy?
Impact weapons rules.

WEAPON FOR STRIKE (make sure you try these things)

- Hammer
- Hunting Horn
- Lance

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SUMMARY:

Some monsters may suffer more damage if they're being cut in this
part, and some monster may take less damage if you hit that part
with Strike weapons. and Vice Versa.

according to the hitzones chart, monsters have slightly different
preference of damage.

make sure you know if you're hitting the right part with the
right weapon to ease up the whole battle.

SPECIAL NOTES:

- Lance inherited both Slash and Strike abilities.
- About Bow and Bowguns, I think they can be considered as both
Impact and Cutting since Bowgun's Crag S could Stun monsters.
and Bow's melee attack can cut tail.

a Fellow at Minegarde pointed that Bow melee attack have both Cutting
and Impact capabilities:

"It does either cutting or impact, depending on which will do more damage. Like lances, but without the penalty for impact. So you can cut tails and break crab shells.."

Thanks Jask!

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{3b} Based on Job Class

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Allright,so far there are only 2 type of job classes in entire MH series. remember,MH is does 'primitive' hunting style,so don't expect any fuzzy classes like on other RPGs.

Priest? Mage? Thief? Knight? Templar?

NO! THE ONLY JOB HERE IS HUNTER!! and that's what you're gonna do until you quit playing MH for some reason.

but maybe you can be 'Knight' or something else since there are armors similiar to medieval knights. :p

BLADEMASTER/ [3b1]

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Yes,Blademaster is the most classic and stuffy class you'll ever see. they possess wide range of melee weapons and their armor are the toughest.

well,aside from that,their weapons are ENTIRELY melee or close-range or whatever you refer it.

since Blademaster's weapons are melee type,they'll have Sharpness Icon.

and this icon will show the proof that you're a real Blademaster.

there's only one word for Blademasters: "Fight like a man".

you can't be victor if you don't at least get close to them.

WEAPON FOR BLADEMASTER (try and master it)

- Sword&Shield -Lance
- Dual Sword -Gunlance
- Great Sword -Hammer
- Long Sword -Hunting Horn

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GUNNER) [3b2]

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Gunner, their name should already gave you the idea.

this class are mainly long-ranged thing. and tend to stay away from it's target.

and their weapon consist letter "B" on it which is Bowguns and Bow.

As a Gunner,they have 'Bullet Icon' replaced on Sharpness Icon.

and the Inventory Shortcut will have an extra menu for Bullet selection.

if you're having trouble with some quests that close ranging wouldn't do any good,assaulting from distances is a good thing.

they aren't built for taking damages eventhough they have higher elemental resistance.

WEAPON FOR GUNNER

- Bowgun (Heavy & Light)

-Bow

SPECIAL NOTES:

- Classes are automatically changed once you have equipped that weapon.
- Selecting one type of a class here will affects the type of armor that you can wears.
- Blademaster has great defense but low element resistance,since their place are in frontline.
- Gunner is the vice versa. half defense power but stronger elemental defense.
- and for some reason,Head armor part can be equipped by any class.

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{3c} MISCELLANEOUS THINGS
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Some extra things that are included in weapons beside attack power.
here they are:

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[3c1] SHARPNESS LEVEL  
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You can find these on Melee/Blademaster Weapons.
So far,there are 6 colors categories of Sharpness:

- PURPLE : deals 150% damage, nearly impossible to bounce
- WHITE : deals 130% damage,will never bounce,except on some monster's parts such as Fatalis's tail
- BLUE : deals 125% damage,only bounce at super-hard surface
- GREEN : deals 113% damage,bounce at some monster's parts
- YELLOW : deals 100% damage,most likely bounce
- ORANGE : deals 75% damage,high chance that it'll bounce
- RED : deals 25% damage,will bounce even on Mosswine

after several hits,depending on how long is the Sharpness level
your weapon's sharpness will drop and eventually will reach the RED zone.
especially when you're out of grinding items or have gone berserk without
looking at the icon.

and just one thing,if your weapon bounced,the damage you've dealt
is decreased by 70%. so don't expect that you can beat a Giadrome easily with
RED sharpness weapon.
my advice is that you grind your weapon every time it's sharpness dropped.
so if you got BLUE sharpness and dropped to GREEN during your
fight go grind it ASAP. if you got PURPLE to WHITE? same thing.
never let your weapon's sharpness drop below it's maximum. you won't regret it.

the items for sharpening are:

- Whetstone
- Mini Whetstone (60% effect of Whetstones)
- Knife Mackarel (70% of effect of Whetstones)

under your Stamina bar. these shows you how many bullets left on the magazines(?) in your Bowgun.

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You can check how many total ammo left on the Inventory shortcut.

On Bows,the Bullet Icon will be replaced by Coatings Icon.

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[ ]x# [ ] [ ] [ ] [ ] [ ] <== like this
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the function is nearly the same as Bullet Icon. []x1 represent 10 Coatings so if you got 50 Coatings,it should be shown like this -> []x5 if 43 Coatings.. -> []x4 [] [] [] you'll figure it out.

There are several Armor skills that support Ammo & Coatings too! guess what..

=Normal S/Pierce S/Pellet S Up (NormalS/PierceS/PelletSUp+10)
-Increase the level of Normal/Pierce/Pellet shot
-for Bows,it'll increase Rapid/Pierce/Scatter shot as well
~armors that provides it are vary (Conga S for Normal,Ceanataur for Pierce,Velociprey S for Scatter)

=Normal S/Pierce S/Pellet S add (NormalS/PierceS/PelletS Add +10)
-Allows you to use those ammo type. the higher the skill point,the higher ammo level you can use
USELESS ON BOW
~armors that provides it are vary

=Capacity Up (Loading+10)
-Increase the Bullet magazines capacity
-for Bows,it'll add one extra charge. sweet!
~Monodevil and Barrage Piercing provide this

=Auto Reload (Auto Reload+10)
-Making Reloading unnecessary (only one reload only).that means UNLIMITED BULLET 'till you've ran out of ammo or switched ammo
-In Bows, it'll allow you to auto-equip any coatings you highlight without having to press [R]+(^)+(O).
~Death Stench S,Dragon set provide this

=Bullet Limit
-Allows you to get maximum result for every ammunition combinations e.g:combining Pierce S does have 1~4 chance,meaning you can get one,two,three or four for each combination. with Bullet limit,you'll always produce four Simple yet useful. it'll allows you to have more ammo stock in quests

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There're more features that included in weapons besides Sharpness & Bullet thing. and that's called "Affinity".
let me explain for a bit what's affinity is.

=+=+=+=+=+=+=+
[3c3] AFFINITY
+=+=+=+=+=+=+

Affinity are showed in percentage. so what does it means?
Affinity means YOUR CHANCE TO INFLICT CRITICAL HITS WITH THAT WEAPON.
yes,that's right,Critical hits. remember that sometimes that there are RED lines when you hit something? that means that Critical hits has ocured.

so how does this works?

let's say if you got 10% of affinity. that means you'll have 10% chance to have critical hits per attack move.

..
..

What? that's it?! well,yeah. it's just too simple,no need to explain it into the deepest. I'm sure you guys are already familiar with it on other RPG games.

and what about 0%?

0(zero)% affinity means that YOU WILL NEVER GET A CRITICAL HITS.
that means that the Critical thing are simply turned off.
most early weapons got 0% affinity,so don't complain.

and minus?

if you got minus affinity such as -10%,that's even worse than 0%.
minus affinity means YOU'LL HAVE CHANCE TO INFLICT LOWER DAMAGE.
(contrary to Critical Hits).

what's that? well yeah,I believe MH is the only game that has minus critical rate.^^

when you see a BLACK lines when you hit something that means your damage is lower.

and to fill something missing:

Criticals (RED LINES) GIVES 125% DAMAGE
and Minus-Criticals (BLACK LINES) GIVES ONLY 75% DAMAGE

Skill that helps on Affinity:

=Reckless Abandon +1/+2/+3 (Expert +10/+15/+20)
-Increase weapon's Affinity based on the Sharpness
~Rathalos Soul and Dark Akantor provide this

=Art of Unsheathing (Sword Draw+10)
-Giving 100% critical hit chance for every unsheathed attack regardless of the affinity.
~Rathalos X set gives this

and also keep note that Affinity only works when the Sharpness is GREEN or higher. this applies on both plus and minus Affinity.

NOTE: Nargacuga weapons got the highest Affinity in-game (40%-70%) and Ukanlos weapons are the lowest one (-40%)

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[3c4] SLOTS
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I think it's self explanatory, but I'll tell it for this once.

Remember that your armor got some slots on it? the "oo-" thing?

the weapon's slots are worked just the same as armors does.
since it'll allows you to put some extra Jewels, means extra skills.

'---' means non-slotted weapon
'o--' means 1-slotted weapon
'oo-' means 2-slotted weapon
'ooo' means 3-slotted weapon

Most powerful weapon has it's backdraw. usually they are being non-slotted or have negative affinity. and 3-slotted one usually doesn't have that much power but they're very useful in armor combo-ing.

NOTE: The Blackbelt Weapons got 3 slots.

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[3c5] DEFENSE BONSES
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Some weapons give Defense Bonus. this will be shown on the 'defense+#' thing on weapon's statuses.

I think this is VERY self-explanatory.

NOTE: most Daimyo weapons gives Defense Bonuses.

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And that concludes our weapon basics.
from now on, if you don't understand a thing that I wrote after this session, make sure to visit the basics again.

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[4] G Weapons
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If you have progressed through the end-game quests you might find a term called 'G weapons'.

I know this is a guide for beginners but letting them know something new isn't something that could hurt them, right?

What's G Weapons?

G weapons are sets of weapons that have the looks of the early form of a weapon but have G ranked power.

Most of their names are from the early form of weapons and have 'G' suffixes at their names. all of them has 100000z prize tag.

For example, 'Hunter's Dagger G' has the exact looks as the Hunter's Dagger but it has 392 raw and White sharpness instead.
cool, huh?

How do I unlock G weapons?

You'll automatically unlock G weapons once you have cleared the Ukanlos urgent quest in the guild hall, 'Absolute Zero'.

so in short, you'll have to be HR9 and cleared G*3 urgent quest to get G weapons.

also, IT'S YOU WHO SHOULD HAVE HOSTED THE QUEST. trying to unlock it via your friend's Ukanlos quest while you are still HR7 isn't gonna work.

multiplayer is OK. as long as you are the one who took the quest.

Worth of it?

At some points, yes. they're quite useful since you don't have to upgrade from the scratch, working your ass to get lower rank materials. just get the required materials and 100.000z and you'll have one G weapon. and they have decent G values meaning you can use them at G quests with no problems, since their power are almost equaling final-form weapons. and yeah. it's also a good choice when you're bored with your final-form weapon's looks.

but not all G weapons are *really* worth to get. some final-form weapons has much better overall than their G version.

and on a side note, G weapons has Rarity 9, BUT IT DOESN'T COUNT AS THE REQUIRED NUMBER OF RARE WEAPONS FOR WYVERIAN ARTISAN GUILD CARD AWARD. so it's advised that you should keep looking for improvements of your weapons.

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WEAPON GUIDE FOR BEGINNERS/

Allright,since you've known the basics it's time to cover every weapon that ever exist in MH.

I'll do one for each weapon class here with almost the same format,so I hope it will not either confuses or bores you.

ICON LEGENDS:

(^) = Triangle button
(O) = Circle button
([]) = Square button
(X) = X button
[R] = right shoulder button
[L] = left shoulder button

(*)+(*) = press at the same time
(*)>(*) = press right after
(*)x# = press # times

when unsheathed = when your weapon is out, allowing for attack moves
when sheathed = when your weapon is in, allowing you to carve and such

==+==+==+==+==+==+==+==+==
{5a} Sword & Shield
==+==+==+==+==+==+==+==+==

First,I'll describe the most basic but deep weapon. Sword and Shield.

Sword&Shield,(the game says "Sword" so don't get confused) it's consisting of a Sword and a small Shield on other hand.

Many Hunters don't like using Sword&Shield because..

- low Raw damage won't let you fast-kill large monsters
- poor Guarding compared to Lances/Gunlances
- short ranged. very close combat is the only choice

that are the most common reason why many people rarely using Sword&Shield. but.. if you take a good look and with little practice,Sword&Shield can be the most versatile weapon for many situations.

controls:

- (^) when sheathed -> Draw Attack (Jumping Slash,usefulness guaranteed.)
- (^) when unsheathed -> Slash Combo (4 attacks. slice down,side slice, knee smash,full swing slash)
- (O) when unsheathed -> Spinning Slash (usually used as combo finisher)
- (^)+(O) when unsheathed-> Jumping Slash (can reach some high place like tails)
- (^) when Roll -> Upper Slash
- [R] when unsheathed -> Guard (it's not too strong,so use only for roars and light threats)

- (O) or (^) while Guard -> Guard Slash (useful for bomb triggering)
- ([]) while Guard -> use item

here's the pros of Sword&Shield:

- it's small. so do the materials needed to create
- fast, quick attacks, easy for targetting plus dodging
- sheathes weapon faster than any weapons
- can use Items while unsheathed
- wide variety of Elemental and Status weapons
- fast attack can cause heavy elemental damage
- best weapon for Hit-and-Run tactic

Here's some tips of using Sword&Shield:

- always sheathe your Sword when you got a chance
- Draw Attacks (Jumping slash) are great for opening combo
- block roars and flashes using Shield, but stay away from such as Gravy's Beam or Rathalos's Claw
- if you want to support your team by inflicting statuses, this is the best choice
- the full combo is (^)x4 -> (O). but for Hit-and-Run tactic, do shorter (^) then (O) to roll.

Recommended Swords For Early Games:

- Velocidrome Bite. decent raw damage
- Red Saber. decent Fire power and looks
- Viper Bite. nice Paralysis status
- etc

and here are some end-game Sword&Shields that you should go after:

- Indigo Ogre Sword

(Blue Ogre Sword -> Azure Ogre Sword -> Indigo Ogre Sword)

Best Dragon Sword&Shield. 520 Dragon Element will easily crush any Elder Dragons. but 196 raw damage made it difficult to fight neutral monsters. has Purple Sharpness with Sharpness+1 skill.

- Golden Eclipse

(Red Saber -> Corona -> Golden Falchion -> Golden Falchion+ -> Golden Eclipse)

Best Fire Sword&Shield, with 336 raw, 520 fire pure Raw damage and White Sharpness. it's good deal for monsters like Khezu or Gypceros that're fatally weak to Fire.

- High Sandman Spike

(Chief Kris -> Weary Finsword -> Sandman Finsword -> Sandman Spike -> High Sandman Spike)

Anyone who familiar to Sleep Bombings should have known this Sword. yeah, it got 252 raw and 320 Sleep Element. but Swords fast attacks should be able to send Kirins to bed time in few hits.

- Royal Rose

(Hydra Bite -> Deadly Poison -> Princess Rapier -> Princess Rapier+ -> Queen Rapier -> Queen's Rose -> Royal Rose)

Best Poison inflicting weapon. has 350 raw damage and 450 Poison, which guarantees easy poison-spam. works well on every variants except Fatalis.

- No Guarding leave you no choice but to roll or get hit
- Sharpness fall faster than any weapon
- most attacks are fast but weak, and leave you open when attacking
- most attacks were focused only on single foe
- stamina consuming weapon

that are the most common reason why many people rarely using Dual Swords. but.. if you take a good look and with little practice, Dual Swords can be the most damaging weapon for many situations.

controls:

- (^) when sheathed -> Thrust Attack
- (^) when unsheathed -> Slash down [up to 3 combo]
- (O) when unsheathed -> Right Spin Slash
- (^)+(O) when unsheathed -> Thrust Attack
- (O)+analog stick left -> Left Spin Slash
- [R] when unsheathed or [R]+(^)+(O) when sheathed -> Demonize
- (O) when Demonize -> Double Right Spin Slash
- (O)+analog stick left when Demonize -> Double Left spin Slash
- (^) after rolling -> Quick Slash
- (^)+(O) when Demonize or (O) after Double Spin Slash -> Devilish Dance [11 hits in a row. the fastest combo in-game]

here's the pros of using Dual Swords:

- it's small. so do the materials needed to create
- has the most devastating combo in-game
- it's the most effective weapon to inflict elemental damage [although Capcom has decreased the element damage to 70%]
- Devilish Dance are deadly for immobilized enemies
- Spin Slashes can reach high places

here's some tips when using Dual Swords:

- Devilish Dance is the strongest Dual Swords combo, THAT'S IF ALL SLASHES ARE HIT. in other words, when the enemy is moving, Double Spin Slash can be stronger than Devilish Dance
- Devilish Dance will dish out massive damage if you managed to get all hits in but keep spamming it meaning will leaving you open for many times so watch out
- Pure raw Dual Swords gives less damages than the Elemental does
- bring many Whetstones. since you'll be grinding a lot
- Demonize don't give you attack bonus, but unlocks Devilish Dance, ESP[anti-bounce], and high wind press
- if you want to optimize your offense, gulp Power Juice/Mega Juice and go Demonize all the time. spam Devilish Dance if you feel that's alright
- Favorite combo : (^)+(O) -> (^)3x -> (O) -> [R] (Demonize) -> (^)4x -> (O) -> quickly after 1st spin (^)+(O). ya, it's long.
- in Demonization Full ^ combo, Double spin slash, O again, somehow Devilish Dance will come out. thanks for Saiful Bahri Sahri for pointing it out!

Recommended Dual Swords For Early Games:

- Bladed Edge. decent raw and great sharpness
- Twin Flames. decent Fire power
- Icicle Daggers. decent Ice power
- Order Rapiers. decent Water power
- etc

and here are some end-game Dual Swords you should get:

-Dual Dragon Ultimust

(Black Sword [SnS] x> Double Dragon -> Dual Dragon Ultimust -> Ultimust Heaven&Earth -> Dual Dragon Ultimust)

this is yet,the best Dragon Elemental Dual Swords. it has 336 raw and 320 Dragon element.in can be only crafted from Sword&Shield [Black Sword] then cross-classing to Double Dragon.
Very hard to get but it's worth of it

-Silhouette Saber G

(G weapon)

336 raw and 400 Ice element. this is definitely the best ice duals in-game and one of the worth-to-get G weapons. Rajang's nightmare.

-Holy Guild Knight

(Order Rapier -> Holy Saber -> Guild Knight Sabers -> Master Sabers -> Holy Guild Knight)

Has 364 raw and 280 water. this is yet the best Water duals in game. best used on Gravios.

-Punishments Blades

(Twin Flames -> Hi Twin Flames -> Gradios Ultimust -> Corpse Blades -> Punishment Blades)

The hottest duals in game. yeah,I mean the best one for Fire element. it has 350 raw and 400 Fire and initial White sharpness (Purple with Sharpness+1). most people used it to farm Chameleos and Ukanlos with the brutal DD spams. so it's really worth to get.

Dual Swords are effective against small monsters and non-hard shelled monsters.but,who said that hard-shelled monsters [for once again like Gravy] are non match for Duals?

since elemental damage doesn't really care where it hits,you'll deal tons of damage if you do nonstopping combos.

for those monsters,Capcom has prepared wide selections of ELEMENTAL DUALS for us,be thankful.

it's like this :

-Gravios [go with Guild Knight Saber or Cutlass+]

-Elder Dragons and Wyverns [Ultimust Heaven & Earth or Eternal Schism]

-Plesioth [Improved Power Saws or Kirin Bolts]

-Blangonga [Corpse Blade]

just go Demonize,slip pass under them,do Devilish Dance!

Some Useful Skills For Dual Swords:

-Element Atk Up

since Dual Swords are built to play with elemental damage, this skill would ramps damages caused by your Duals

-Reckless Abandon+#

Increases Affinity. to put it short,this skill would increase your Damage Over Time

	[hold down to charge,max 3 charges]
-(^)+(O) when unsheathed	-> Upswing [the most powerful,but slow]
-[R] when unsheathed	-> Guard
-[SELECT] when unsheathed	-> Left Kick (it's much faster than regular kick though)
-[R]+(^)+(O) when sheathed	-> Quick Guard

here the pros of using Great Swords:

- Has the most powerful single attack after Hammer. [Lv3 Vertical slice]
- commonly,has many high raw damage
- circular attack are fast and could save you from being surrounded
- capable of both Rolling and Blocking
- draw attack are both fast and powerful
- you can kick while unsheathe your weapon,useful for waking up your partner in the middle of fight

here some tips when using Great Swords:

- Dodge a lot. when you feel you can't evade the attack,that's where Blocking become useful [especially Roars]
- don't walk with the weapon unsheathed. always sheathe when you got the chance
- wait for an opening then attack their weak point.draw attack works well here
- hit one then roll/block,sheathe your sword,then hit again ['hit and run' tactic always being the best]
- when a Wyvern is going to land,charge your sword below him
- unlimited combo: (^) -> (O) -> (^)+(O) -> (O) -> (^).. and so on
- 'stuck-able' wyverns like Tigrex and the bloses are easy to play with.

how? take a position in front of the wall/rock then guard,and let them charge you

Recommended Great Swords For Early Game:

- Ravager Blade path, good raw and decent sharpness
- Golem Blade path, another good raw and sharpness level GS
- Red Pincer, decent raw with defense bonus
- etc

and here are some end-game Great Swords that you should go after:

- King Atillart Sword
(Executioner -> Sword of the Diablos -> Diablo Destroyer -> King Atillart Sword)
with whooping 1488 raw damage and white sharpness,this GS could destroy anything if used properly. the best raw GS.
the -15% affinity can be fixed with Reckless Abandon+2 or Art of Unsheathing.
there you go.

- Gaoren Cleaver
(Bronze Coin -> Gaoren Coin -> Gaoren Cleaver)
1440 raw and +30 defense bonus. another great raw GS with white sharpness.

- Master Blaze
(Carbalite Sword -> Carbalite Sword+ -> Lacerator Blade -> Master Blaze)
This 1440 raw GS is pretty strong and probably the easiest end-raw GS to get.
but it lacks Sharpness.

- Ukanlos Destructor
(Ukanlos Destructor)
Insane 1680 raw and 400 ice,little poor sharpness and lolwut -30% affinity

Long Swords is long and straight sword that become an alternative weapon for GreatSwords. they are similiar to Great Swords, but in lighter and thinner version.

many people doesn't like Long Swords because..

- lower attack power than Great Swords in compensation for fast attacks
- sharpness drop quicker than Great Swords
- no block. which leave you no choice but to roll or get hit
- Spirit Charge attack is useful, but if you are in bad position, it could lead you to death

that are the most common reason why many people rarely using Long Swords. but.. if you take a good look and with little practice, Long Swords can be the most effective weapon for many situations.

controls:

- (^) when sheathed -> Draw Attack [again, it's the most useful attack]
- [R]+(^)+(O) when sheathed -> Half-moon draw slash [shortcut to Spirit Charge attack]
- (^) when unsheathed -> Vertical Slice [up to 2 slices in a row]
- (O) when unsheathed -> Stab [the fastest and the weakest]
- (^) after Stab -> Gut Ripper [fastest attack after Stab]
- (^)+(O) when unsheathed -> Backhop Swing [effective for finishing attack and to end your chain]
- [R] when Spirit Gauge filled at least 1/4 -> Spirit Charge attack [up to 3 times]

here the pros of using Long Swords:

- when the Spirit Charge is blinking, you'll get bonus attack power equal to Mega Demondrug and Sharpness boost
- it has better control compared to Great Swords
- you run at normal speed
- useful for cutting tails, destroying spesific parts from monsters since it got length, swiftness, and decent damage
- high sharpness almost for all Long Swords
- Spirit Charge attacks can slice through anything

here some tips when fighting using Long Swords:

- if you like 'Hit and Run' tactic, Draw Attack will do the job well
- it's fine for running around with unsheated weapon but try to sheathe in case you'll have to Dive Jump
- always aim for monster parts. remember, that's Long Swords main job
- unleash the greatest combo ([R] -> (^) -> [R] -> (^) -> [R]) when your opponent is down
- the unlimited combo is.. (^)x2 -> (O) -> (^) -> (^) -> (O) -> (^) -> (^)-> (O)... and try to end it with Back Hop Swing

Recommended Long Swords For Early Game:

- Bone Katana path. good raw
- Iron Katana path. fairly nice raw and sharpness
- Wyvern Blade 'Fall'. good Fire LS
- etc

and here are some end-game Long Swords that you should go after:

-C.Blango Destructor

(Blango Destroyer -> Blango Destroyer+ -> Blango Decimator ->Blango Destructor
-> C.Blango Decimator -> C.Blango Destructor)

whooping 1536 raw and white sharpness. but -20% affinity

once you figured out how to get rid the affinity minus,this would be the
best Raw Long Sword in-game.

-Wyvern Blade "Camellia"

(Wyvern Blade "Fall" -> Wyvern Blade "Blood" -> Wyvern Blade "Silver" ->
Wyvern Blade "Camellia")

with 1248 raw and 450 Fire. has made this awesome looking LS to become the
best Fire LS. it's not that hard to get it and the previous versions is
useful against early enemy.

-Phantom Mirage

(Mirage Finsword -> Mirage Finsword+ -> Phantom Mirage)

Another worthy raw LS to get. has 1344 raw and little defense bonus.

and not to mention the white sharpness and 30% initial affinity.

Happy hunting the lizard.

-Legendary Fatalis Sickle

(Black Scythe -> Fatalis Sickle -> LgndaryFatalisSickle)

the best Dragon LS,I present you the Legendary Fatalis Sickle.

with 1248 and 300 Dragon,it's quite decent enough. but what made it special
is that it has great Sharpness.

Long Swords are effective for fighting any monster with tail or breakable parts
since it can attack with speed,monster that have fatal weak points like head
[Rathalos,Rathian,Tigrex] or tail [Gypceros].

Ussualy,people using 'Hit and Run' tactic for those wyvern. but for
the Daimyo and Shogun 'Berserk' tactic works well since they won't
knock you in close range.

Some Useful Skills For Long Swords:

-Reckless Abandon+#

Increases Affinity. to put it short,this skill would increase your Damage
Over Time

-Sharpness+1

it will increase the visible sharpness for the LS. Sharpness+1 is like
mandatory for every melee weapon that doesn't have initial Purple Sharpness

-ESP

LS can sometimes bounce on hard part,which can be annoying for non-Purple
LS. this skill prevent it. although Spirit Charges does have ESP built-in

-Sharp Sword

On long term fight, you might find it annoying being have to sharpen whenever
your weapon get chipped. Sharp Sword will maintain the sharpness longer than
usual.

-Evade+# and Evade Distance Up

since LS can't block,meaning you'll have to dodge every single attacks

- will fall and become defenseless for 8-10 sec]
- greatest damage output. [Triple pounds,Super Pounds]
- run at normal speed,roll available
- most attacks are static [non moving] so useful for slow monsters
- Pounds can reach quite high place
- best weapon for Defense quest. [Lao's belly and Gaoren's body are easy target for Triple Pounds]
- Anti Wind and ESP for Charge Attacks.

here some tips when fighting using Hammers:

- don't go for Triple Pounds if the boss still moving [Charge,Tackle,etc]
- when the boss is taunting,Triple Pound his head
- 2-3 Triple Pounds in the head should cause Stun,and should be sufficient for 2 more Triple Pounds
- when the boss attacking and you've evaded it [ex.Garuga's Somersault]. charge your hammer,slip by his wind, and give him Super Pound on the head
- after GolfSwing pound [the end of Triple Pound combo] quickly roll,then wait for an opening.
- there are no unlimited combo for Hammers
- the strongest combo is Triple Pound,period.

Recommended Hammers For Early Game:

- Anvil Hammer. nice raw and easy to make
- Kut Ku Pick. good raw and decent sharpness
- Cyclo Hammer. decent power

and here are some end-game Hammers that you should go after:

-Juggernaut

(Iron Striker -> ... -> Onslaught Hammer -> Blacksmith -> Juggernaut)
this is the easiest high-end Hammer to get. has 1404 pure raw damage and all you need to do is just mine,mine,and MINE.and you'll get this in no time.

-Crow Torrent

(Kut Ku Jaw -> Raven Torrent -> Wolf Torrent -> Crow Torrent)
The Yian Garuga hammer. the final form is surprisingly effective and strong. especially with the 1352 raw and 40% affinity. plus 2 slots.
it's everyone's favorite hammer.

-Khezu Thunder

(Atlas Hammer -> ... -> Khezu Horn+ -> Purse Bop -> Purse Bop+ -> \ Khezu Thunder)
being an ugly looking weapon,this one is certainly has more usefulness than what you have thought. the final form will has 1456 raw and 250 Thunder.
very useful on most monsters regardless of their element weaknesses.

-Magnitude

(Cyclo-Hammer -> Conehead Hammer -> ... -> Desert Cone -> Magnitude)
Another insane looking hammer. I mean the power does.
it has 1612 raw power and -15% affinity which can be easily fixed by Reckless Abandon skill.
and the extra one slot has made this weapon shines on the line of end-game weapons.

Hammers can quickly kill any monster as long as they have their weakness on their head.

the most vulnerable monster are : Yian Kut-Ku,Yian Garuga,Rathalos,Rathian,

Tigrex, Teostra/Lunastra, Gypceros, Kushala Daora, and many more.

Hammers are the winner in speed kill contest. no doubt. but if you're using it on multiplayer, people might find it rather annoying to get Super Pound spammed everytime they want to land lv3 GS charges. since most melee users tend to aim the same weak point.

I can kill G-Rank Kut-Ku around 1 minute [15 seconds in Elder Quest] with Juggernaut Hammer, and here's how I do it:

when he's pecking, evade, and wait for his next action. if he goes taunting, give him Triple Pound right away. if he's doing Tail Whip, notice that his head will rotate around 180', so take a position, go for Triple Pound when he finishes his Whip. around 3-4 Triple Pound should inflict stun on High Rank Kut-Ku. there should be enough time for 2x Triple Pound on his head. if he closes his ear and limb, don't let him go! do Triple Pound anywhere around him, 1-3 Triple Pounds on any parts should kill him straight.

Some Useful Skills For Hammers:

-Reckless Abandon+#

Increases Affinity. to put it short, this skill would increase your Damage Over Time

-Sharpness+1

it will increase the visible sharpness for the Hammer. Sharpness+1 is like mandatory for every melee weapon that doesn't have initial Purple Sharpness

-Sharp Sword

On long term fight, you might find it annoying being have to sharpen whenever your weapon get chipped. Sharp Sword will maintain the sharpness longer than usual.

-Runner

Charging for Super Pound will consume Stamina. while Runner will slows down Stamina consume rate. you got the point.

-Focus

With this, you can charge your Hammer faster for Super Pounds

-Art of Unsheathing

if you do the unsheathing charge move, your 2-hits Super Pound and Spinning Pound will have 100% criticals. which will boost your Damage Over Time drastically.

-Evade+# and Evade Distance Up

since playing Hammer meaning you have to move fast and you cannot guard, these skills would help you in dodging those savage moves

Destructive raw damage, capable of inflicting stun, quick deadly combo, Hammers are very flexible in the right hand. with the right timing, few strategies. Hammers are the ultimate weapon for Damage Dealing and Quick Killing for almost any monsters.

Let's smash some monsters!

one of Dragon elemental Hunting Horn,it's easy to get this 1300 raw power and 420 Dragon weapon,and also it got great Notes.

-Gaoren Zhong

(Bronze Bell -> Gaoren Bell -> Gaoren Zhong)

this is the one of the best Hunting Horn to get.the stats are 1560 raw and +35 Defense bonus.
the Notes are very useful too.

-Jungle Conga

(War Bongo -> War Conga -> ... -> Jungle Conga)

Allright,this maybe a great alternative for great Hunting Horn.
it got high 1456 raw power and some Notes to power up attacks.
and White sharpness made it great.

-Crow Shamisen

(Wolf Shamisen -> Crow Shamisen)

this Garuga hunting horn got 1404 raw and small 180 Poison. the notes are amazing with the combination of Purple and Red notes.

Hunting Horns were meant to support other hunter due to the buffing skills.
but this weapon is surprisingly strong,you could take on large monsters by yourself.

Most times,Hunting Horn's Notes effect saved lots of hunters.

because you can heal,cure poison,increase attack/defense,even giving temporary infinite stamina.

the elemental attack up and Infinite stamina are extremely useful on Dual Sword users.

and Hunting Horn users doesn't need too much items since they can create effects like anti-heat depending on the type of the Notes.

Some Useful Skills For Hunting Horns:

-Flute Expert

It'll decrease the chance of breaking your Flute. doesn't appeal much,
but for HH user, it'll increase the duration of HH buffs. very useful

-Reckless Abandon+#

Increases Affinity. to put it short,this skill would increase your Damage Over Time

-Sharpness+1

it will increase the visible sharpness for the HH. Sharpness+1 is like mandatory for every melee weapon that doesn't have initial Purple Sharpness

-Sharp Sword

On long term fight, you might find it annoying being have to sharpen whenever your weapon get chipped. Sharp Sword will maintain the sharpness longer than usual

-Evade+# and Evade Distance Up

since playing HH meaning you have to move fast and you cannot guard,these skills would help you in dodging those savage moves

-has stabilized attacks. if you're in right position,you wouldn't miss

here some tips to use Lance:

-always sheathe your weapon when you are not in direct combat.

in case you'll need to Dive

-Dodging Trick : face backward to the direction you want and

Back Step as many as you want

-Use Charging Dash to escape an area. LoL

-Charging Dash can hurt large/long monsters,since it'll deal several pokes

Recommended Lances For Early Game:

-Paladin Lance. decent Raw and sharpness

-Bone Claw Lance. good raw and defense+

-Native Spear. good Poison status

-etc

Here are some end-game Lances that you should go after:

-Dragon Rider Spear "Geibolg"

(Knight Lance -> Grayburg Javelin -> Dragon Rider Spear ->

DrgnRdr Spr "Geibolg")

It got 690 raw damage,White Sharpness,and some defense bonus.

it's a high tier Lance if you ask me. and the materials are not that hard to get. so get it Lancer.

-Prominence Soul

(Red Tail -> Blue Tail -> Blue Prominence -> Prominence Soul)

575 raw & 480 Fire made this the best Fire lance ever there.

farming for tails isn't fun,but at least it's something worth to try.

-DragonSealer "Null"

(Vermilion Rim -> Dragonic Rim -> Sealed Dragonlance -> DragonSealer"Virtue"->

DragonSealer"Null")

who doesn't want Blue Sharpness and 25% Affinity with 575 Raw

and 340 Dragon in one weapon? anyway,another worth-to-get Dragon lance.

-Darkness

(Longhorn -> Longhorn+ -> Dark Lance -> Dark Spear -> Dark -> Darkness)

This baby got 506 raw and 250 Paralysis stats.

and moreover,perfect Purple Sharpness. this is worth of getting.

Lances are proud for it's large shield and poking ability.

these can result in advantages for turtling and tanking.

at first,Lance may difficult to control for beginner. but with some little hitting practices,you can eventually find it's true potential.

Lance are great from almost all large and medium monster. like Gravios or Kut-Ku. you can use it for smaller one too,but since it got no lower poke.. and be careful not to get surrounded. Lancers are at disadvantages on crowd.

Some Useful Skills For Lances:

- (O) while unsheathed -> Shelling* (Fires a bullet, must at least have one bullet, deals both Fire-element and Raw)
- (^)+(O) while unsheathed-> Rising Stab
- (O) while Rising Stab -> Upper Shelling (for shooting down high target)
- (^) while Rising Stab -> Upper Stab (immediately goes into Guard)
- [R] while unsheathed -> Guard
- [R]+(^) while unsheathed-> Upper Stab (same as Lance)
- [R]+(O) while unsheathed-> Reload (it's obvious. and oh, Gunlance have unlimited bullets, so don't ask me where to buy it's ammo)
- [R]+(^)+(O) -> Wyvern Fire* (the most distinguished feature. it charge and BOOM! try to shoot it on wyvern's face)
- (X) while unsheathed -> Side Step or Back Step
- (X)+(O) -> Back Step/Side Step Reload

*Notes:

both Wyvern Fire & Shelling depletes Sharpness. you can't do it if the Sharpness is too low. Wyvern Fire deal a whack of damage. once it fired, the Steam Valve will open and you'll have to wait 2-3 minutes for it to close automatically and take another shot.

Here are the pros of using Gunlance:

- Has the strongest Guard along with Lances
- Shelling has Explosion-type Damage. which is fixed damage since it ignores enemy's defense
- Wyvern Fire can take down small wyverns at instant. also ignores enemy defense
- can attack while guarding
- can do almost unlimited combo by mixing Shelling and Stabbing. try it.
- works well for Turtling

here's some tips to use Gunlance:

- Shelling and Wyvern Fire ignore enemy defense. in other words, the likes of White Fatalis's armor mode will be useless against these!
- Shelling doesn't always produce higher damage. one stab on monster's weakness would do higher
- always sheathe your weapon when you are not in direct combat. in case you'll need to Dive
- always keep an eye on your Sharpness icon. Shelling and Wyvern Fire don't work well if it get too low
- Dodging Trick : face backward to the direction you want and Back Step as many as you want
- Shelling power affected by it's type and level. the higher the level, the higher damage inflicted.

Recommended Gunlances For Early Games:

- Steel Gunlance. nice sharpness, shelling and raw
- Average Hitter. nice Poison and Spread shelling
- etc

and some end game Gunlances you should go after:

- World End
- (Steel Gunlance -> Special Ops Gunlance -> Imperial Gunlance -> Silver Rook -> Gun Chariot -> World End)

575 raw & 370 Dragon element, Long Lv4, White Sharpness. World End is one of the

best Dragon lance.it takes long way to create. but believe me,it's worth the effort.

-Great Tigrex Gunlance

(Rex Blast -> Tigrex Gunlance -> Great Tigrex Gunlance)

this Gunlance got excellent 667 raw damage,Purple sharpness and Spread lv4 despites of it's negative affinity it's very strong.

-Black Gore Buster

(Steel Gunlance -> White Gunlance -> White Cannon -> Black Gunlance -> Black Gore Cannon -> Black Gore Buster)

awesome high 690 Raw damage made this Gunlance to become one of the top tier raw Gunlance.

-High Volt Gunlance

(Full Voltage -> Full Generator -> High Volt Gunlance)

great 644 raw and 260 thunder. this one is a great Thunder GL to collect.

Gunlance are great for both tanking and harassing large monsters. with those biggie Shield it can block most attacks and can be chained to Guard Attacks making it offensive-defense weapon .

compared to Lances,it has more capabilities to kill some Monsters lot faster than Lances.

Almost all Monsters are easy to fight by trained Gunlancers,but you should be cautious when fighting fast monsters such as Kirins.

Some Useful Skills For Gunlances:

-Reckless Abandon+#

Increases Affinity. to put it short,this skill would increase your Damage Over Time

-Sharpness+1

it will increase the visible sharpness for the GL. Sharpness+1 is like mandatory for every melee weapon that doesn't have initial Purple Sharpness

-Sharp Sword

On long term fight, you might find it annoying being have to sharpen whenever your weapon get chipped. Sharp Sword will maintain the sharpness longer than usual

-Gunnery King

this skill allows you to deal more damage with map weaponry (Ballista, Dragonator,Cannon) but for Gunlance,it'll also increase your Shelling damage and Wyvern Fire damage. sweet

-Guard+# and Guard Increase

Guard+1 reduces the stamina and knockbacks caused by guarding. Guard+2 allows you to safely block almost every attacks.

but some monster's moves like Gravios Beam or Yama Tsukami's vaccum needs Guard Increase to be blocked

-Evade+# and Evade Distance Up

some people believes that Gunlances are best used in offense. in this case, you can play more aggressively with dodging and precision, these skill help

- Heavy Bowgun is can speed kills slightly faster than Hammer. believe it or not. this because it's the weapon with highest Damage per Second see below for more info
- Ranged. well,obviously. some monsters are easier to fight from distance
- Can use various attacks.err..Bullets. such as piercing or spreading
- Easier to break monster's part. just aim and pull the trigger
- can reach some monster's part that unreachable with melee. (e.g.Lao's back)

Here's some tips to use Bowguns:

- ALWAYS bring ammo!! IMPORTANT! if you didn't bring it,you can't do a single thing. (the game will warn you first if you're going for a quest w/o ammo)
- Use the [L] button to get better view while shooting
- All Bowguns can roll. use that advantage
- Rapid Fire (for Light Bowguns) allows you to shoot triple bullet with one shot but it isn't that great because you'll be frozen for extremely long time, prone to monster's attack
- Heavy Bowguns can use Shield-attachment. Silencer reduces recoil. if you have defense skills already,go for Power Barrel
- Use Boomerangs to cut tails. it's hard,but the only way it is. ;]

Recommended Bowguns For Early Game:

- Kut Ku Cannon [HBG]. great Normal and Flaming S capabilities
- Quickcaster [HBG]. excellent all-element shots support
- Shotgun 'Blood' [LBG]. nice Pellet capabilities
- Azure Sakura [LBG]. good Normal S support
- etc

Here are some end-game Bowguns you should go after:

- Prosperity (Light Bowgun)
Attack: 336 (396 mod level 5)
Rapid Fire: Pellet Lv1, Pierce Lv2
~The best Rath- Bowgun. multiple ammo to rapid fire is'nt bad thing.
- Genie's Lamp (Light Bowgun)
Attack: 336 (396 mod level 5)
Rapid Fire: -
~One of the best Light Bowgun. the wide ammo selection made it versatile to use
- Ancient Dragonwood Cannon (Heavy Bowgun)
Damage : 444 (504 mod level 5) high Pellet support
~Ultimate Pellet bowgun. easy to get as well
- Ultimate Lao Shan Cannon (Heavy Bowgun)
Damage : 480 (540 mod level 5)
~the best damage output HBG in the game. works for almost everything

Bowguns are existed for both killing or supporting.

if you prefer killing,there're wide selections of Ammo that has different properties.

if you like supporting,you can use Bowgun to heal,buff,paint,or even sedate monsters with Tranq S.

Plesioth and Basarios/Gravios maybe easier to pawn with ranged. however, Gunner still have to be careful because they got projectile attacks either.

Many people doesn't like using Bow because..

- Weaker damage compared to Bowguns
- can only use one elemental type at one time
- have to charge it first before shooting
- Their armors are weak,same as Bowgun's

That's the common reason why many people hesitated to use a Bow.
but if you take a good look and with a little practice,Bow is potentially to become ultimate ranged weapon above else.

Controls:

- (^) while sheathed -> Draw Bow (hold to charge)
- (^) while unsheathed -> Charge Bow (3 charges,4th by Load Up skill)
- (O) while unsheathed -> Melee strike (depends on Bow's element or Coatings. can also break things)
- Hold [R] while unsheathed -> Aim (Shooting Mechanism will appear,shows arrow's travel distances)
- Hold [L],(^) or (O) -> Scroll up or scroll down the ammo selection
- (X) while unsheathed -> Roll or Back step

Here's the pros of using Bows:

- Has unlimited arrows. but not for Coatings
- Has decent Elemental power.Great for elemental damaging
- can shoot different types of shot,depending on the Bow
- has greater mobility than Bowguns,since you can run while Charging arrows

Here's some tips of using Bows:

- Try to collect different bows,since Bow relies on Elemental damage
- Spamming non-charged arrows is pointless. even if the charge time difference between LV1 and LV3 is very long
- using Rapid shot is easier to break parts. while Pierce Shot can do lot of damage on large monsters
- Do not hesitate to roll if monsters attacks you when you're charging
- always aim on monster's weakness. I think this is common enough
- you can cut tails or destroy crab shells with it's melee attack

Recommended Bows For Early Game:

- Kut Ku Bow. good early Fire bow
- Sonic Bow. good early Thunder bow
- Daimyo Warbow. nice early Water Bow
- etc

here are some Bows that you should go after:

- Akantor Chaos Bow
312 Raw / 200 Dragon
40% Affinity
Scatter Lv. 4
Pierce Lv. 4
*Rapid Lv. 5
~great Dragon bow I must say. although it's nerfed from the previous game it still kickass against elder dragons
- DiablosKingHornBow
372 Raw
20% Affinity

+30 Defense

Pierce Lv. 3

Pierce Lv. 4

Pierce Lv. 5

*Rapid Lv. 4

~a badass bow with excellent raw power and piercing shots

-Dragonhead Harp III

240 Raw / 300 Water

30% Affinity

+20 Defense

Scatter Lv. 5

Rapid Lv. 2

Rapid Lv. 1

*Pierce Lv. 5

-one of the best Water bow. great against Gravios

Pow|Para|Pois|Slp|Raz

-Swordfish Bow G

324 Raw

0% Affinity

Para Coating Up

Rapid Lv. 3

Scatter Lv. 4

Scatter Lv. 5

*Rapid Lv. 4

~great raw bow with decent power,shots and Para Add. another worthy G weapon

Bow user are granted with increased mobility and that's the primary advantages of using Bows.

One important point of Bows are the Bow user must be adapted to evading monster's attacks.

if you can keep distance from 'em. you'll have no trouble of Bowing your target to death. >:D

Some Useful Skills for Bows:

-Reckless Abandon+#

Increases Affinity. to put it short,this skill would increase your Damage Over Time

-Elemental Attack Up

Increases the damage of your elemental shots. This can be a great skill for fighting element weak monsters, but for creatures that have low elemental weaknesses (like Kirin) it's not that helpful works extremelly well with Auto Reload

-Rapid/Pierce/Scatter Up

Basically,with these skill, you could increase the damage from their respective shot

-Runner

Decrease the stamina usage. meaning you could save more stamina while holding your string

-Focus

Increase your bow charge speed. meaning you could shoot charged shots faster

Q : Why it came out just now? This game is almost dead!

A : I know that I'm little too late to release beginner FAQ, but lots of beginners are born everyday.

Q : Some of writings there are belonged to someone!

A : I've taken some materials from other's FAQs to save time.
but I've put their names on it so all credits are belonged to them.
if I forgot someone, my bad

Q : Have you mastered all weapons?

A : No, as I've said, no one can master all weapons. but I'm quite good with Heavy Bowguns. :)

Q : Will you write for the next series?

A : maybe

Q : Which affiliations do you with?

A : Minegarde.com .the best MH community ever.

Q : What's your name there?

A : HayzenTZ. look for me there. ^^

Q : Can I PM you to find you there?

A : Sure.

Q : Where are you usually active on Minegarde?

A : MHFU section, Creativity, Random Musings.
I just lurks everywhere. - -a

Q : Is it good site?

A : Yeah, it's absolutely great. now stop asking things outside this FAQ.

Q : Ingame question?

A : Spit it out.

[IN-GAME Frequently Asked Questions]

Q : Is the Sharpness things are really needed to be as high as possible?

A : To be honest, yes. Sharpness affects your damage outcome, drastically.

Q : Are there any skills to prevent Sharpness from dropping?

A : To prevent, NO. to halve, yes there is.

Q : What should I do if I ran out of Whetstones?

A : go fish Mackerels. or if your target is almost dead, just keep attacking. if not, just abandon and bring 20 next time.

Q : What monsters that still can bounce your weapon even with Purple sharp?

A : Dunno for sure. but I think there's none

Q : How can I prevent bouncing?

A : Get ESP armor skill. from Death Stench or Silver Sol, wear SSP, or use a weapon with Purple Sharpness

Q : SSP?

A : Sword Saint Piercing. clear all Training school quests to get it.

Q : Can I create SSP?

A : Two letters,NO.

Q : Are there anymore Sharpness-based skills?

A : No,for now.

Q : So how's exactly the Affinity system works?

A : Simple. more than 0% means that you can do Criticals.0% means nothing will occur and less than 0% means you can do reverse-criticals.

Q : Are there any limitations for Criticals?

A : Your weapon's Sharpness must be at least GREEN. if it falls into YELLOW or less,the Critical will be disabled.

Q : Same applies as reverse-criticals?

A : It seems so.

Q : Can I Increase Affinity?

A : Through 'Expert' armor skill (Reckless Abandon).
from Dark Akantor or Rathalos Soul

Q : My weapon got higher Affinity than the other even with the same 0% before.how come?

A : Reckless Abandon effects are applied depends on your weapon's Sharpness. To put it simply,the sharper the weapon,the better Reckless Abandon work.

Q : The exact increase?

A : I'm looking for that right now..

Q : Is the Defense Bonus really worth of it?

A : In my opinion,it's benefitting for beginners,useless on Professionals.

Q : Why?

A : Most professionals can dodge/block attacks easily. so Defense aren't really that important. remember,MH isn't a game where you trade blows, you kick their ass,don't let them kick yours. but it still useful nevertheless,but not really much

Q : Are the 3-slots weapons really worth of it?

A : If you're looking for great skill combo set,it's very helpful.

[GENERAL QUESTIONS (continued)]

Q : Can I help by giving tips,corrections or videos?

A : Sure,I'll really appreciate it. my e-mail is up there.

Q : It's still incomplete?

A : Yes,I still lack some informations.and I'm waiting for corrections.

Q : Can I use this FAQ on my site?

A : Maybe,but e-mail me first.

Q : Do you accept non-important e-mails such as want to make friend with you?

A : Sure. BUT NO SPAMMING! AND NO SUCH AS SHITTY "YOU WON \$100000000!!" CRAP.

Q : I want to learn more about this game! where's a good site to use?

A : [<http://forums.minegarde.com>] the best one. also RoTR for your calculating

Farewell! and play hard, MONSTER HUNTER!!

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