

Monster Hunter Portable 3rd Hunting Horn FAQ

by Holywoodchuck

Updated to v1.20 on Jan 20, 2011

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Hunting Horn FAQ and translated Song list for MHP3rd (JP)

Created and translated by Holywoodchuck

Differently formatted (and colored) version at (might not be up to date):

<https://docs.google.com/document/d/1BSjF9b4ahOuzCHOO6945Pk7WU407INdnOWhxUJo-PiE/edit?hl=en&authkey=CLm1ofMP>

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Changelog

January 19th, 2011 -- Version 1.20

Reorganized the song lists

Added information about song effect duration

January 8th, 2011 -- Version 1.13

Updated damage, exhaust, KO table

Made some corrections

Changed Light Blue to Cyan, Royal Blue to Blue

December 18th, 2010 -- Version 1.12

Added, corrected and updated informations.

Trying to change the format to make it easier to read.

December 14th, 2010 -- Version 1.11

Added more FAQ and Q/A. Updated and added more informations.

Created table for damage values.

Made Hunting Horn names more English, less romaji.

December 12th, 2010 -- Version 1.10

Added Armor skills and Equipment recommendations

December 11th, 2010 -- Version 1.00

Table of Contents

0A = Introduction

1A = Basic FAQ (more to come)

1B = Specific Q/A (more to come)

2A = Armor skills

3A = Equipment recommendations (more to come)

3B = Low Rank equipments

3C = High Rank equipments

4A = Attack list

5A = Song list

5B = Song list by Hunting Horn notes

=====
0A =Introduction=
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This FAQ is about Hunting Horns, a type of weapon in Monster Hunter Portable 3rd. The FAQ mainly started as a complete song translation. After that, I decided it would be helpful if I can translate and give more information and hints. This FAQ is for any player, not just for hunting horn players, that wants to understand hunting horns better.

You can search this FAQ using certain key letters. You can jump to a certain section of the FAQ by searching for the number of the section and the letter of the subsection. For example, searching "0A" (without quotations) will jump to the top of this section. You can also search for a certain note combination of a hunting horn. Search for the note letters separated by a "+" sign. For example, "P+P+P" will jump to the list of songs that a 3 purple hunting horn notes set can play. (Note that this combination does not exist).

Disclaimer: Some of the names of skills, equipments, songs, and others, are personal translations. They could be the same or different than the translations of others.

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1A =Basic FAQ=
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Q: What is a hunting horn?

A: A hunting horn is one type of weapon in Monster Hunter Portable 3rd. It's key feature is to play songs that mainly buff yourself and your allies. Hunting horns mainly deal impact damage, which can drain the monster's stamina and deal KO damage when hit in head. Hunting horn can also do slash damage by the hilt stab.

Q: How do I play songs? I can't make any notes

A: Hunting horn got a huge overhaul from the other games in the series. You gain notes by attacking regularly. To be more specific, you gain the first note by attacking with /\, second note with O, and the third note with /\+O. After you get a specific sequence of notes, you can play the song by pressing R. After the effect of the song occurs, you can press R again to do a chain recital. Be careful though, you cannot cancel the motion other than to get hit.

Q: I forgot how to play this song on this hunting horn.

A: Press start and look at the hunting horn in equipment detail. After you scroll through a few pages, all the songs that specific hunting horn can play is listed.

Q: Why does HP heal small/medium/large do less healing sometimes?

A: There's a chance (around 66%) that the HP heal songs downgrade. With flute master, the chance to downgrade becomes 50%.

Q: What does the skill flute master do?

A: Flute master increases the duration of the songs you play. It also decreases the chance that HP heal songs degrade. There may be more effects.

Q: What's a good armor set to start out with?

A: Buy or make the bone set. You can buy this after finishing the *1 village quests from the equipment vendor. It gives you flute master, KO+, and gathering+1. The next in upgrade would be the peco set. It gives you flute master, widearea+1, recovery item up, and almost detect (need 4 more or 2 decorations). The peco set is one of the best party support set, and will last you until high rank.

Q: What's a good hunting horn to start out with?

A: The default old yukumo horn is great to start with. It has a decent song set, and it upgrades to variety of different hunting horns. I recommend upgrading it into yukumo horunn, as the material requirements are easy and has great sharpness at that level.

Q: How do I make the flute decoration?

A: You need one sunspire jewel, one funny beak (from qurupeco), and one hunting horn (buy it from the general vendor).

1B =Specific Q/A=

Q: How do I know if I have the self weapon no bouce (ESP) buff? The buff symbol remains the same. (by MonthOLDpickle)

A: The only way would be know which message is the ESP and movespeed up because the buff symbol next to your name doesn't change. If you know the difference between kanji and regular characters, the first one (move speed) is all kanji except one and the second one (ESP) the only kanji is the first 2 characters. The ESP notice box is also a bit larger. One way to be sure you got ESP is to do the W+W (or P+P) when you still have the blue buff symbol.

Q: Can you go more indepth about the recital attacks?

A: Recitals work this way: Once you get the specific sequence of notes from doing attack motions (let's say W R R), you can press R after an attack, during idle, or unsheathe recital (R+/\+0) to go into recital mode. During recital mode, you cannot do anything until the first recital is over (when the text box comes up). Right after the text box comes up and you gain the song effects (W R R attack up in this case), you can do nothing (takes a second or two and go into idle), dodge by pressing X (+ analog), or do a second (chain) recital by pressing R (+ analog). If you don't go into the second recital, all your notes are cleared up.

If you go into the second recital, there's 4 moves you do depending on the # of notes of the song and the analog. The direction you have to have your analog might be different if your camera/character isn't facing forwards. With the analog being neutral or forward/backward, you do a back/upswing while moving back (extra swing/hit with 3-4 notes songs) (so no forward movement). With the analog being sideways, you do a left/right swing while moving in the direction of your analog (extra swing/hit with 3-4 notes songs). After the attack movements, you play the same song you played

during the first recital (W R R, further increase attack and duration if you still have the first buff up).

After the text box comes up for the second recital, you can either dodge with X (+ analog) or do nothing (goes back to idle). The notes are cleared after the second recital or during the second recital if you get interrupted.

=====
2A =Armor skills=
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Here are the (translated) armor skills and their description that compliment the Hunting Horn.

- Attack up small/medium/large: Increases your attack power by 10/15/20.
- Defense up small/medium/large: Increases your defense by 10/15/20.
- Fire/Thunder/Ice/Water/Dragon Elemental attack up +1/2: Increases the specific elemental damage on your weapon and bowgun shots by 10/20%
- Elemental Attack up: Increases all elemental damage on your weapon and bowgun shots by 10%. Stacks with specific elemental attack up.
- Status attack up: Increases the status damage value you do. Good for HH with status elements for extra support.
- Critical Eye +1/2/3: Increases Affinity by 10/20/30%. Affinity gives you a chance equal to the percentage to do 25% more damage.
- Fire/Thunder/Ice/Water/Dragon Elemental resistance up small/large: Increases resistance the specific element by 5/10 and reduces/negates the effect of the specific blight.
- Negate wind/Completely negate wind: Negates or completely negates wind. Can be covered HH songs. Can give you time for extra attacks/item usage and prevent getting hit from attacks right after.
- Earplugs/High grade earplugs: Negates most sound/roar attacks from monsters. Can be covered by HH songs. Can give you time for extra attacks/item usage and prevent getting hit from attacks right after.
- Sharpness +1: Increases the sharpness level of your weapon. Since sharpness level affects damage, this skill increases your damage output.
- Sharp Sword: Decreases sharpness usage to half. Increases damage output in most cases.
- Fast sharpening: Decreases whetstone usage time.
- Evade +1/2: Increases the invulnerability time during dodges. This enables you to dodge attacks by dodging into it. Good skill to have as you cannot block with a hunting horn.
- Evade Distance: Increases the dodge distance.

- KO+: Increases the KO value you do by 10%. Makes KOing monsters a bit easier, but you may not notice it much. (Check the damage table for more info)
- Exhaust Damage up: Increases the exhaust damage you do by 20%. For hunting horn, this affects every attack except the hilt stab. (Check the damage table for more info)
- Flute Master: Increases the duration of songs and decreases the chance that HP heal songs degrade. Also lessens the chance that item horns break. Key skill for most hunting horns, but not required. More of a personal choice.
- Widearea +1/2: Potion, herb, armor/might seed, antidote, and anti-blight seed also do 50/100% of the effect to your party members. One of the best support skills. Makes hunting go much smoother. Adds another layer to the HH's support. Keep in mind that you have to sheathe to make use of this skill. This might interrupt your note chain, as unsheathe attack produces white/purp.
- Detect/Auto-tracking: (Detect) Monsters show up on the map at the beginning of the hunt and every 5? minutes. Painted monsters show extra detail. (Auto-tracking) Monsters always show up on the map with extra detail. Another skill that makes hunting smoother.
- Speed Eating +1/2: Increases meat eating speed (1) and increases item consuming speed (2). Compliments nicely with widearea.
- Fast Sheathing: Decreases time to sheathe weapon.
- Determination (Honki/chikara no kaihou, Release of Power) +1/2: After meeting a certain criteria, the player is buffed. Still unsure on the exact way this is activated, and what it does. In early testing, damage and time plays a key role to activate, with possibility of other variables. When this is active, you gain affinity and reduces stamina usage. Activates about every 5 minutes for 90 seconds.

The stamina reduction isn't really needed for hunting horn so it's probably better to go with other skills. Leaving this here as a lot of people have questions about this skill and potentially a decent skill for hunting horn.
- Tsuugeki, Weakpoint attack, Exploiter, Stinger: Attacking the monster's weakpoints (hitzone value is 45 or over) gives you 50% affinity.
- Juugeki, Destruction King: Makes it easier to break monster parts.

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 3A =Equipment recommendations=
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None of the reccommendations require specific charms as it is hard to obtain the same exact charm. For more information about charms, read this document:
https://docs.google.com/document/d/1HXUp_T95Dte2GZxxtB7aFyR54ExB1kMF9nPZIKgew7E/edit?hl=en&authkey=C07iodwK

For the skill simulator, go here (although it is in Japanese):
http://www.geocities.jp/masax_mh/mhp3/

Format

Head :
 Chest :

Arms :
Legs :
Feet :
Weapon/Charm slots/skill:
Decorations:
Activated skills: (almost)
Notes:

3B =Low Rank equipments=

Head : Bone (blade)
Chest : Bone
Arms : Bone
Legs : Bone
Feet : Bone
Activated skills: KO+, Gathering +1, Flute Master. (Gathering +2, Sleep double)
Notes: You can buy this set once you finish *1 village quests. Best armor to start out, after your default set.

Head : Peco (blade)
Chest : Peco
Arms : Peco
Legs : Peco
Feet : Peco
Activated skills: Widearea+1, Recovery item up, Flute Master. (Detect, Slow Eating)
Notes: One of the best hunting support set. Your friends will love you. Put 2 Detect decorations to get Detect. With the right charm/weapon, you can get Auto-tracking and/or Widearea+2.

Head : Uruku (gunner)
Chest : Uruku
Arms : Bhanabara
Legs : Uruku
Feet : Uruku
Decorations: Evade(1)*3, Fast sheathing(1)*2
Activated skills: Evade+2, Fast sheathing. (Negate cold, ice resistance)
Notes: Good low rank dodge set.

Head : Ranguro (blade)
Chest : Ranguro
Arms : Ranguro
Legs : Ranguro
Feet : Ranguro
Decorations: Evade(1)*2
Activated skills: Evade+2, negate heat (fire resistance [9], anti-quake [8])
Notes: Alternative to the Uruku set.

Head : Froggi cap (gunner)
Chest : Froggi
Arms : Bhanabara
Legs : Nebula
Feet : Ashira
Weapon/Charm slots/skill: 1 / fast sharpening or perception

Decorations: fast sharpening(1) (chest), fast sharpening(1)*3, perception(1)*2
Activated skills: Fast sharpening, status attack up +1, capture guru
Notes: Good with status effect weapons and for capturing.

3C =High Rank equipments=

Head : Peco S (blade)
Chest : Peco S
Arms : Peco S
Legs : Peco S
Feet : Peco S

Activated skills: Widearea+2, Detect, Ice resistance down. (auto-tracking [13],
Fire eau+1[8])

Notes: The upgrade to low rank peco armor. With charms and decorations, you
can get a wide variety of skills added on. I have fire elemental attack up +2,
auto-tracking and flute master.

Head : Diablos U helm (blade)
Chest : Diablos U mail
Arms : Diablos U arm
Legs : Diablos U coil
Feet : Maguru S

Decorations: KO+(1)*1, Evade(2)*2, flute(1)*5

Activated skills: Evade+1, Flute Master, KO+, Stamina damage up

Notes: Dodge while aiming for KO and fatigue.

Head : Damask helm (blade)
Chest : none
Arms : Damask arm
Legs : Damask coil
Feet : Amatsu feet

Weapon/Charm slots/skill: none

Decorations: none

Activated skills: Sharpness +1 (Fast sharpening[6], Thunder eau+1 [6])

Notes: One of the versatile sharpness +1 set. Easy to get fast sharpening with
using only 2 slots.

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4A =Attack list=
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/\ = Triangle
O = Circle
R = R shoulder button
Select = Select button

First note:

Unsheathe attack = Forward slam (same as Analog + Δ)

/\ = Left swing

Analog + /\ = Forward slam

Second note:

O = Right swing

Select = Hilt stab

Third note:

/\ + O = Uppercut

Analog + /\ + O = 2 hit pound (similar to hammer charge pound)

All regular attacks can be chained into all other attacks except itself.
If you try to do the same attack again, you will alternate into the other attack of the same note type.

Forward slam <--> Left swing Right swing <--> Hilt stab

Uppercut <--> 2 hit pound

Hilt stab does slash damage instead of impact, which means you can cut tails.

Recital attacks:

First Recital:

R + /\ + O (unsheathe), Idle + R, R after Left or Right swing = Swing recital

R after Forward slam or 2 hit pound = Kick up recital

R after Uppercut or Hilt stab = Lift up recital

Second (Chain) Recital:

Two notes:

Neutral/Forward/Backward Analog + R = Back and upswing recital (2 hits)

Sideways Analog + R = Left/Right swing recital

Three or four notes:

Neutral/Forward/Backward Analog + R = Greater back and upswing recital (3hits)

Sideways Analog + R = Greater left/right swing recital (2 hits)

The Left/Right recitals are faster to go into playing position in chain recital compared to Neutral/Forward/Backward recitals.

The 2 notes (W+W/P+P) songs are faster to go into playing position in chain recital, as they do not get the extra hit of the 3-4 notes songs.

The Neutral/Forward/Backward recital moves you backwards. The Left/Right recital moves you left/right. There are no recitals that moves you forwards.

You cannot dodge until the song effect occurs.

Damage, exhaust damage, and KO values:

These are all approximations. They might not be 100% correct.

Attack motion	KO value	Exhaust dmg	Damage
Forward Slam	20	20	33
Left/Right swing	20	15	30
Hilt stab	0	0	10
Uppercut	25	20	45
2 hit pound	5+15	10+45	15+45
Swing recital	22	22	35

Kick up recital	15	20	20	
Lift up recital (from hilt stab)	22	22	25	
Lift up recital (from uppercut)	25	22	30	
Back and upswing recital	25+25	22+22	40+30	
Left/Right swing recital	22	22	35	
Greater back and upswing recital	22+25+25	22+22+22	33+40+30	
Greater left/right swing recital	22+22	22+22	33+35	

Sharpness does not affect KO values.

KO+ increases KO value by 10%, rounded down. (no decimals)

The increase from Exhaust damage up is speculated to be 20%.

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5A =Song list=
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- W = White
- R = Red
- G = Green
- Y = Yellow
- C = Cyan (Light Blue)
- B = Blue (Royal Blue)

- P = Purple
- O = Orange

Format:

Note	effect	duration
	stacking	stacking

How song effect duration works:

When you play the song while you don't have the effect, you get the first duration listed here (parentheses indicate flute master duration). This first duration is also the maximum duration. When you play the same song effect while under the same effect, the duration increases by the stacking duration (or the first duration if stacking is unavailable). The duration cannot go over the first duration even with stacking.

Self:

WW	Movement speed up while sheathed	180 (240)
PP	Attacks don't bounce (ESP)	+90 (120)
WBC	Detect (Psychoserum)	30 (60)
PBC		

Attack and defense related:

WRR	Attack up small (10%)	120 (150)
PRY	Increase effect (15%)	+90 (120)
RYP		
YPR		

PRGP	Attack up large (15%)	90 (120)
PRCP	Increase effect (20%)	+60 (90)
PRBP		
POOR		

YCYC	Elemental damage up (15%)	90 (120)
PGYG	Increase effect (20%)	+60 (90)
POYO		

COOP	Status attack up (10%)	90 (120)
	Increase effect (15%)	+60 (90)

WBB	Defense up small (10%)	120 (150)
	Increase effect (15%)	+90 (120)

PBBP	Defense up large (15%)	90 (120)
	Increase effect (20%)	+60 (90)

PBOO	Attack and defense up small (10%)	120 (150)
OBPB	Increase effect (15%)	+90 (120)

HP and Stamina related:

	HP heal very small (10)	

WGW	HP heal small (15)	
PGP		

GBWB	HP heal small (15) and cleanse poison	

	HP heal medium (20)	

GBPB	HP heal medium (20) and cleanse poison	

GWCG	HP heal medium (20) and cleanse soiled	

GGPC	HP heal large (25)	

GGY	HP recovery speed up small	120 (150)
GGRW		

PGRP	HP recovery speed up large	120 (150)

RBW	Increase max HP small (30)	180 (240)

RBRP	Increase max HP large (50)	180 (240)

WGB	Unlimited stamina small	90 (120)
WCB	Increase duration	+60 (90)

WYB		

PYB	Unlimited stamina large	120 (150)
PGBG	Increase duration	+90 (120)
PCBC		
POBO		

Resistance and status related:

YRW	Fire resistance small (5) and negate fireblight small Increase resistance (7) and completely negate fireblight	120 (150)

YRP	Fire resistance large (7) and completely negate fireblight Increase resistance (10)	120 (150)

YGW	Thunder resistance small (5) and negate thunderblight small Increase resistance (7) and completely negate thunderblight	120 (150)

YGP	Thunder resistance large (7) and comp. negate thunderblight Increase resistance (10)	120 (150)

YBW	Ice resistance small (5) and negate iceblight small Increase resistance (7) and completely negate iceblight	120 (150)

YBP	Ice resistance large (7) and completely negate iceblight Increase resistance (10)	120 (150)

YCW	Water resistance small (5) and negate waterblight small Increase resistance (7) and completely negate waterblight	120 (150)

YCP	Water resistance large (7) and completely negate waterblight Increase resistance (10)	120 (150)

WYC	Dragon resistance small (5) Increase resistance (7)	120 (150)

PYC	Dragon resistance large (7) Increase resistance (10)	120 (150)

YOP	All elemental resistance (5) Increase resistance (10)	90 (120) +60 (90)

OYYO	Negate all blight	120 (150)

CCRW	Earplug	180 (240)
CCGW	High grade earplug	
CCRP		

CCGP	High grade earplug	180 (240)
OOGP		

BBG	Negate wind	180 (240)
BBC	Completely negate wind	+120 (180)
BBR		

BBYP	Completely negate wind	180 (240)
BBO		

PYOY	Earplug and negate wind * duration is same with earplug and HGE and comp negate wind negate wind, but acts separately	*
CYW	Negate paralysis	180 (240)
CYP		
CCY	Negate quake	180 (240)
CBP	Negate stun	180 (240)
CPOO	Negate all status effects Increase duration	120 (150) +60 (90)
RRC	Heat cancel and negate lava	240 (300)
CRC	Cold cancel	240 (300)
CCC	Mud and snow cancel	180 (240)

Miscellaneous:

YYY	Sound bomb	
POPC	Providence of spirit king (50% chance 30% less damage)	120 (150)
GYPY		
RORP	Super armor (no staggering or tripping)	45 (60)
GOPO	Affinity up (15%) and HP heal small (15) Increase affinity (20%) and HP heal small (15)	120 (150) +90 (120)
ORO	Increase duration of all songs	+30 (40)

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5B=Song list by Hunting Horn notes=

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W+R+B W+B+R

HH with these notes: old yukumo horn, yukumo horn, yukumo horn+,
yukumo horunn, brass genia (Uragaan), true yukumo horn, king's harp
todoroki (Jinouga)

Songs:

W+R+R = Attack up small
W+B+B = Defense up small
R+B+W = Increase HP small
B+B+R = Negate wind

W+R+G W+G+R

HH with these notes: landslide pipe [sound of war] (Barroth), landslide pipe [sound of beast], blitz works (event)

Songs:

W+R+R = Attack up small

W+G+W = HP heal small

G+G+R+W = HP recovery speed up small

W+R+C W+C+R

HH with these notes: metal bagpipe, metal bagpipe+, great bagpipe, heavy bagpipe, stripe gong (Tigarex), black coffin (Giginox)

Songs:

W+R+R = Attack up small

R+R+C = Heat cancel and negate lava damage

C+R+C = Cold cancel

C+C+R+W = Earplug

W+R+Y W+Y+R

HH with these notes: doraguma [first] (Aoashira), doraguma [second], cello vi cello verde (flying bug), cello vi uno verde

Songs:

W+R+R = Attack up small

Y+R+W = Fire resistance small and negate fireblight small

Y+Y+Y = Sound bomb

W+B+G W+G+B

HH with these notes: ludroth voice, ludroth voice+, uneri shellun, uneri shellun+

Songs:

W+B+B = Defense up small

W+G+W = HP heal small

W+G+B = Unlimited stamina small

B+B+G = Negate wind

G+B+W+B = HP heal small and cleanse poison

W+B+C W+C+B

HH with these notes: hidden tone (Naruga), model 63 military music mouth wind harp (Hapulboka), guilost (Barioth)

Songs:

W+B+B = Defense up small

W+B+C = Detect (same as Psychoserum)

W+C+B = Unlimited stamina small

B+B+C = Negate wind

C+C+C = Mud and snow cancel

W+B+Y W+Y+B

HH with these notes: valkyrie recorder (Rathian), valkyrie recorder+

Songs:

W+B+B = Defense up small

W+Y+B = Unlimited stamina small

Y+B+W = Ice resistance small and negate iceblight small

Y+Y+Y = Sound bomb

W+G+C W+C+G

HH with these notes: trumpeco (Qurupeco), trumqurupeco, magia charm,
magia charm+

Songs:

W+G+W = HP heal small

G+W+C+G = HP heal medium and cleanse soiled

C+C+C = Mud and snow cancel

C+C+G+W = Earplug

W+G+Y W+Y+G

HH with these notes: cello vi cello (Bnahabra), cello vi uno,
cello vi uno bran

Songs:

W+G+W = HP heal small

G+G+Y = HP recovery speed up small

Y+G+W = Thunder resistance small and negate thunderblight small

Y+Y+Y = Sound bomb

W+C+Y W+Y+C

HH with these notes: aguna dion (Agnaktor), cello vi cello jonu (Bnahabra)

Songs:

W+Y+C = Dragon resistance small

C+C+C = Mud and snow cancel

C+C+Y = Negate quake

C+Y+W = Negate paralysis

Y+C+W = Water resistance small and negate waterblight small

Y+C+Y+C = Increase elemental damage

Y+Y+Y = Sound bomb

P+R+B P+B+R

HH with these notes: brass genia+ (Uragaan), gears genia, true yukumo horn+,
yukumo masa horn [plover]

Songs:

P+R+B+P = Attack up large

P+B+B+P = Defense up large
R+B+R+P = HP increase large
B+B+R = Negate wind

P+R+G P+G+R

HH with these notes: landslide pipe [sound of ?], cursed dora gong (Black Tigarex), giga blitz works (event)

Songs:

P+R+G+P = Attack up large
P+G+P = HP heal small
P+G+R+P = HP recovery speed up large

P+R+C P+C+R

HH with these notes: heavy bagpipe+, faltishmo, stripe dora gong (Tigarex), roaring drum [tigerbell] (Tigarex), shadow coffin (Giginox), darkness coffin, very windworn hunting horn, windworn hunting horn

Songs:

P+R+C+P = Attack up large
R+R+C = Heat cancel and negate lava damage
C+R+C = Cold cancel
C+C+R+P = Earplug
C+C+C = Mud and snow cancel

P+R+Y P+Y+R

HH with these notes: ice kiurin (Ice Barroth), doraguma [third] (Aoashira) cello vi dos verde (Bnahabra)

Songs:

P+R+Y = Attack up small
R+Y+P = Attack up small
Y+P+R = Attack up small
Y+R+P = Fire resistance large and negate fireblight
Y+Y+Y = Sound bomb

P+B+G P+G+B

HH with these notes: dovonva (Steel Uragaan), roa=rudora (Royal Ludroth) wellteks shellun

Songs:

P+B+B+P = Defense up large
P+G+P = HP heal small
P+G+B+G = Unlimited stamina large
B+B+G = Negate wind
G+B+P+B = HP heal medium and cleanse poison

P+B+C P+C+B

HH with these notes: night horn [demon] (Naruga), model 63 military music mouth
wind harp+ (Hapulboka), hapulnyx (Hapulboka), guilost+ (Barioth), guilostika

Songs:

P+B+B+P = Defense up large
P+B+C = Detect (same as Psychoserum)
P+C+B+C = Unlimited stamina large
B+B+C = Negate wind
C+B+P = Negate Stun
C+C+C = Mud and snow cancel

P+Y+B P+B+Y

HH with these notes: queen recorder (Rathian), gold recorder (gold Rathian),
hard bone horn, hard bone horn+, heavy bone horn

Songs:

P+B+B+P = Defense up large
P+Y+B = Unlimited stamina large
B+B+Y+P = Completely negate wind
Y+B+P = Ice resistance large and negate iceblight
Y+Y+Y = Sound bomb

P+G+C P+C+G

HH with these notes: toropequeroopaa (Qurupeco), magia charm=bell,
blood coffin (Thunder Giginox)

Songs:

P+G+P = HP heal small
G+G+P+C = HP heal large
C+C+G+P = High grade earplug
C+C+C = Mud and snow cancel

P+G+Y P+Y+G

HH with these notes: cello vi uno bran (Bnahabra)

Songs:

P+G+P = HP heal small
P+G+Y+G = Increase elemental damage
G+Y+P+Y = Providence of spirit king
G+G+Y = HP recovery speed up small
Y+G+P = Thunder resistance large and negate thunderblight
Y+Y+Y = Sound bomb

P+C+Y P+Y+C

HH with these notes: aguna dion+ (Agnaktor), flame erione (Agnaktor),

cello vi uno jonu (Bnahabra)

Songs:

P+Y+C = Dragon resistance large

Y+C+P = Water resistance large and negate waterblight

Y+C+Y+C = Increase elemental damage

Y+Y+Y = Sound bomb

C+C+C = Mud and snow cancel

C+C+Y = Negate quake

C+Y+P = Negate paralysis

P+R+O P+O+R

HH with these notes: king's fang harp [lightning cry] (Jinouga),
avini orgail (windworn), ice age (Ice Barroth)

Songs:

P+O+O+R = Attack up large

R+O+R+P = Super armor

O+R+O = Increase duration of all songs

P+B+O P+O+B

HH with these notes: dozuruvonva (Steel Uragaan), destruction horn hakam torum

Songs:

O+B+P+B = Attack and defense up small

P+B+O+O = Attack and defense up small

P+B+B+P = Defense up large

P+O+B+O = Unlimited stamina large

B+B+O = Completely negate wind

P+G+O P+O+G

HH with these notes: roaring drum [demon bite] (black tigrex)

Songs:

P+G+P = HP heal small

G+O+P+O = Affinity up and HP heal small

O+O+G+P = High grade earplug

P+C+O P+O+C

HH with these notes: blood scream (Thunder Giginox)

Songs:

P+O+P+C = Providence of spirit king (Divine protection)

C+P+O+O = Negate all status effects

C+C+C = Mud and snow cancel

C+O+O+P = Status effect attack up

P+Y+O P+O+Y

HH with these notes: collapse horn ikokum rubasu , disaster harp [autumn storm]

Songs:

P+Y+O+Y = Earplug and negate wind

P+O+Y+O = Increase elemental damage

Y+Y+Y = Sound bomb

Y+O+P = All elemental resistance

O+Y+Y+O = Negate all blight

Credits, Thank You, and Sources:

FAQ and translations made by Holywoodchuck

Most data came from ingame.

Some helpful websites that I've used for this guide are:

Song list: www42.atwiki.jp/mhp3/pages/117.html

Hunting horn weapon tree: www42.atwiki.jp/mhp3/pages/65.html and
wiki.gamerp.jp/mhp3/data/494.html

Untranslated skill names and descriptions: www42.atwiki.jp/mhp3/pages/237.html

Armor skill simulator: www.geocities.jp/masax_mh/mhp3/

Damage, exhaust, KO values came from 2ch Hunting Horn topic. (KO values also tested by me)

Attack list created from ingame tests.

Equipment recommendation by various suggestions, the armor simulator, and various websites.

Special Thanks to everyone who contributed to this FAQ, the wiki, and any other website with MHP3rd data.

This guide has been posted, or granted permission, by me (Holywoodchuck) on the following websites:

www.gamefaqs.com

docs.google.com (link at top of page)

www.neoseeker.com

www.supercheats.com

If this guide is posted anywhere else, it was most likely posted by someone else. I am fine with that, as long as credits are given. (Preferably the whole credits, not just Holywoodchuck)

Suggestions, feedbacks, questions, problems, etc?

Contact: holywoodchuck@hotmail.com

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