

Monster Hunter Stories

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1

Important Information

Please read this manual carefully before using the software. If the software will be used by children, the manual should be read and explained to them by an adult.

Also, before using this software, please select  in the HOME Menu and carefully review content in "Health and Safety Information." It contains important information that will help you enjoy this software.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

Please note that except where otherwise stated, "Nintendo 3DS™" refers to all devices in the Nintendo 3DS family, including the New Nintendo 3DS, New Nintendo 3DS XL, Nintendo 3DS, Nintendo 3DS XL, and Nintendo 2DS™.

Important Information

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal,

voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

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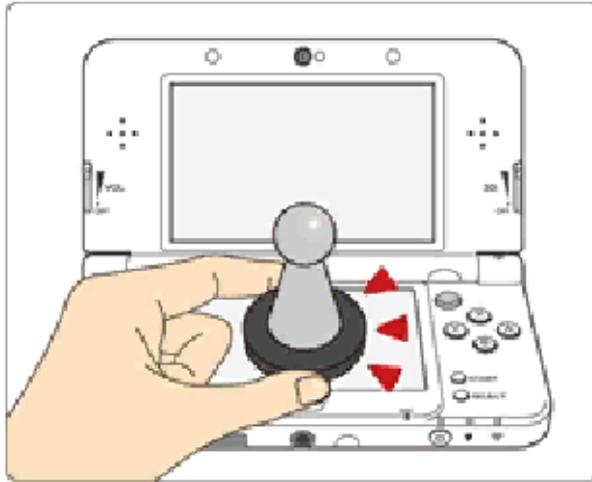
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CTR-P-AAHE-00



This software supports  . You can use compatible amiibo™ accessories by touching them to the lower screen of your New Nintendo 3DS or New Nintendo 3DS XL system.

Using near-field communication (NFC), amiibo can connect to compatible software to open brand-new ways to interact with your favorite Nintendo games. For more information, please visit Nintendo's official website at www.nintendo.com/amiibo.

- ◆ In order to create new game data on an amiibo that already has data saved on it from another game, you must first delete the existing game data. To delete your game data, open  on the HOME Menu and then reset the data

under amiibo Settings.

- ◆ Data stored on amiibo can be read by multiple compatible games.
- ◆ If the data on an amiibo is corrupted and can't be restored, open  on the HOME Menu and then reset the data under amiibo Settings.

Using amiibo with a Nintendo 3DS, Nintendo 3DS XL, or Nintendo 2DS system requires the Nintendo 3DS NFC Reader/Writer accessory.

Precaution about amiibo

- Just a light touch on the lower screen is enough for the system to detect your amiibo. Do not press the amiibo into the screen or forcefully drag it across the screen.

3**Information-Sharing Precautions**

User-generated content, or UGC, is content created by users, such as messages, Mii™ characters, images, photos, video, audio, etc.

Information-Sharing Precautions

The extent of UGC exchange depends on the software.

- Nintendo bears no responsibility whatsoever for any problems that result from the use of the Internet (for example, the sending of content over the Internet, or the sending or receiving of content with others).

4

Online Features

By connecting to the internet, this software allows you to play with other players all over the world, acquire bonus, and downloadable content, and much more.

For more information, refer to Network Battles (p. 32) or DLC Menu (p. 37).

- ◆ For information about connecting your Nintendo 3DS system to the internet, refer to the Operations Manual.

This software supports Nintendo Network™.



Nintendo Network is an online service which allows you to play with other players all over the world, download new add-on content and much more!

Online Precautions

- If you post, send or otherwise make available any information or content through wireless communication please make sure

not to include any information that can be used to identify you personally, such as your name, email address, your address or your telephone number, as others may be allowed to see such information and content. In particular, when choosing a user name or nickname for your Mii™ characters, please do not use your real name as others may be able to view your user name and the nicknames of your Mii characters when using wireless communication.

- Friend codes are a part of a system that allows you to establish a friendship with other users, so that you can play, communicate and interact with people you know. If you exchange friend codes with strangers, there is a risk that you could receive information or messages with offensive language or inappropriate content and that strangers may see information about you that you do not want strangers to see. We therefore recommend that you do not give your friend codes to people you don't know.
- Do not engage in harmful, illegal,

offensive or otherwise inappropriate activity that might cause problems for other users. In particular, do not post, send or otherwise make available any information or content that threatens, abuses or harasses other persons, infringes on the rights of others (such as copyrights, portrait rights, privacy rights, rights of publicity or trademarks) or that may make other people feel uncomfortable. In particular, when sending, posting or making available photos, images or videos displaying other people, make sure to obtain their permission beforehand.

5

Parental Controls

You can use the following Parental Controls to restrict certain features of this software.

- ◆ For more information about Parental Controls, refer to the Operations Manual.
- Nintendo 3DS Shopping Services Restricts the purchase of downloadable content.
- Sharing Images/Audio/Video/Long Text Data
The comment on your Rider Card can be restricted. (p. 16) (Once restricted, the default comment will be used instead)
- Online Interaction
Restricts online battles with other players.
- StreetPass™
Restricts the sending/receiving of Rider Cards, StreetPass Dens, and Battle Party data via StreetPass.
- Friend Registration
Restricts the registration of new friends.

This e-manual provides information for playing Monster Hunter Stories.

Using the E-Manual

Certain topics can be checked in game for more detailed explanations.

These topics are marked as follows:



When you see this icon, check the Rider's Notes in game for more information.

Monster Riders...
"Those who bond with monsters."



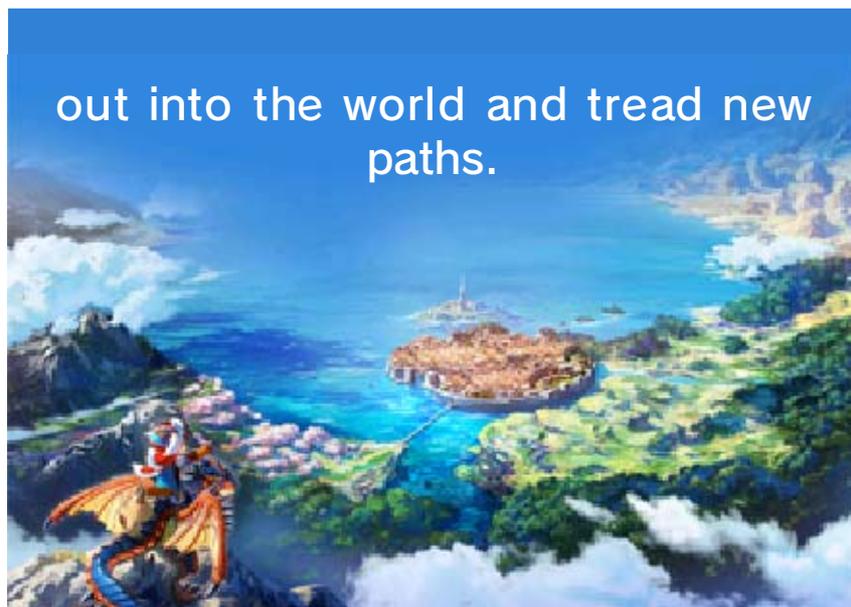
Through the use of Kinship Stones, Riders awaken to a secret power, allowing them to form bonds with monsters.

The story begins in the Rider's village, hidden in a land far from those who hunt monsters.

Our hero receives a Kinship Stone from the Village Chief, overcoming arduous trials to become a Rider.

Eventually, having grown as a Rider alongside the amnesiac Felyne, Navirou, our hero determines to step

out into the world and tread new paths.



Main Character

A youth born and raised in Hakum Village and brimming with curiosity. Becomes a Rider, forming bonds with a wide variety of Monsties and steps out in to the world to investigate a mystery.



Navirou



An amnesiac Felyne who journeys with the main character. Greatly admires the main character for overcoming the obstacles placed before them. An unending source of encouragement.

Lilia

A childhood friend of the main character. Bright and lively, yet very responsible. Acts as an elder sister to the protagonist and Cheval.



Cheval

A childhood friend of the main character. Is often teased for his cowardice, although he only appears this way due to his incredible kindness. Along with the main character, aims to be a Rider.



Chief Omna

Chief of Hakum Village.
A gentle Wyverian providing guidance to the main character and the village people. Instils a sense of peace in any who speak with him. His ability to always speak in rhyme is most impressive.



Dan

A senior Rider, providing guidance to the main character. Hot-blooded and prone to extreme outbursts of emotion. Has a habit of loudly shouting "AWESOME".

Monsties



Monsters who have bonded with a Rider.

Invaluable partners and precious friends, they will come to their Rider's rescue in even the most dire situations.

Game Menu



Press **(A)** on the Title Menu, or tap the Touch Screen to display the Game Menu.

New Game

Start a new game.

- ◆ Please be aware that character and Monstie names may be viewed by other players through the use of network features. Please avoid using names that may cause offence, infringe upon the rights of others, violate any laws, or convey any personal information.

Please also note that you will be unable to change your character name in game, once this has been finalised.

Load Game

Continue a saved game.

Network Battle

Battle against other players through local wireless or Online Interaction. (p. 33-34)

DLC (Downloadable Content)

Connect to the Internet to receive new downloadable Subquests. (p. 38)

You can also enter download codes and read a QR Code® here. (p. 37)

Receiving Bonus Content

If **Monster Hunter Generations** or **Monster Hunter Stories (Demo Version)** save data is detected on the SD card, bonus content will be automatically received when the Game Menu is opened.

Save Data

Only one set of save data may be created per game.

Ensure that the game has been saved before finishing play.

- ◆ An SD card with at least 15 free blocks is required to save the game.
- ◆ A System Transfer will be required to continue a game on another system.
- ◆ If the SD card is removed during play, you will be unable to save the game even if the card is reinserted.

Save Locations

- The bed in your house.
(p. 24)
- Catavan Stands, etc.

- Do not repeatedly reset the system or intentionally input incorrect controls. Do not remove any Game Card/SD card inserted into the system while saving. Make sure not to get dirt in the terminals. These actions could result in permanent data loss.
- Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

10

Button Configuration

In the Field



- Character movement
- Select menu option



- Camera movement
- Select menu option



- Camera movement



- Talk/Continue
- Gather
- Perform Riding Action (Whilst icon is displayed during a ride)
- Confirm menu option



- Crouch/Stand
- Perform Riding Action (Whilst riding)
- Cancel menu option
- Close Camp Menu



- Open Camp Menu



- Call Monstie
- Mount Monstie (Whilst Monstie is nearby)
- (Hold) Call and immediately mount
- Dismount Monstie



- Rotate camera anti-clockwise
- ◆ With Camera Type A



- Rotate camera clockwise

◆ With Camera Type A



- Get advice from Navirou
◆ Alternatively, tap the Touch Screen. (p. 11)



- Change lead Monstie
◆ Alternatively tap the Touch Screen. (p. 11)

- ◆ ,  and  are only available on New Nintendo 3DS and New Nintendo 3DS XL systems.
- ◆ Press  and  to return the camera behind the character. (Camera Type A)
- ◆ Go to Options (p. 16) to change the camera type and camera tracking.

During Battle

- ◆ Actions can also be performed through use of the Touch Screen. (p. 18)



- Select action
- Select menu option



- Select action
- Select menu option



- Confirm selection



- Cancel selection



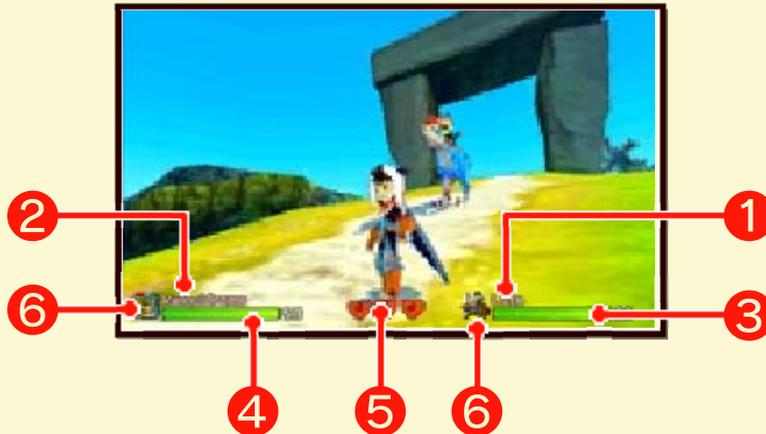
- Change battle speed
- (During Network Battle)
Use Stickers



- (When Kinship Gauge is full) Ride
- (Whilst riding) Use
Kinship Skill

11 Field Screen

In the Field - Upper Screen



◆ Only displayed whilst standing still.

① Character name

The main character's name.

② Monstie name

The lead Monstie's name.

③ Character's HP gauge

Gauge displaying the main character's remaining HP. Whilst in the field this will gradually decrease if the character is Burned or Poisoned.

④ Monstie's HP gauge

Gauge displaying the lead

Monstie's remaining HP.
Whilst in the field this will gradually decrease if the lead Monstie is Burned or Poisoned.

5 Hearts

Displays the party's remaining Hearts. (p. 18)

6 Icon

Main character's and lead Monstie's icons.
Changes when under an Abnormal Status (p. 19). (Only for Abnormal Statuses that stay in effect whilst in the field.)

In the Field - Touch Screen



◆ Tap the Touch Screen to change the zoom level of the map.

1 Field name

The name of the current location.

② Entry location

Indicates where the current field was entered from.

③ Character location

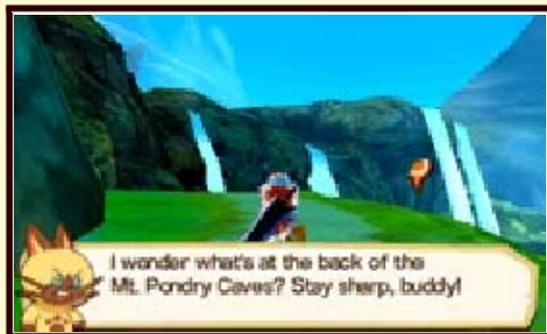
Marker to indicate the character's current location.

④ Objective Marker

Marker to indicate the destination for story progression.

May also indicate locations for Subquests. (p. 26)

⑤ Navirou's Advice



Receive advice from Navirou.
Tap to obtain information on the current objective.

⑥ Switch lead Monstie



Switch lead Monstie with another in your party.

Tap to display the current party on the Touch Screen. From there select the Monstie to switch.

12 Field Actions

Entering a Battle



Start a battle by colliding with a monster out in the field. Depending on how you collide with a monster, the battle conditions will change.

Back Attack

By colliding with a monster from behind, you will initiate a back attack, gaining the opportunity to use a pre-emptive attack.

Surprise Attack

If a monster collides with you from behind, it will launch a surprise attack.

Gathering

Gather useful items to assist in

your adventures. (p. 14)

Call Monstie (Ride)

Call your lead Monstie with .
Mount up by pressing  near your
Monstie (p. 13). (Hold  to
simultaneously call and mount.)



- Call Monstie
- (Whilst near Monstie)
Mount
- (Hold) Call and mount
Monstie
- (Whilst riding) Dismount

13 Riding Actions

Riding your Monstie



In addition to providing a means of movement around the field, you will also be able to perform Riding Actions whilst riding your Monstie.

Riding Actions

Individual skills performed by Monsties whilst being ridden.

Riding Actions available at any time



During a ride, press **B** to perform a Riding Action.





Example



Search

Display gathering points on the map on the Touch Screen.

Riding Actions available at specific locations



At certain points in the field, your lead Monstie may be able to perform a Riding Action if they have the appropriate skill. Press **(A)** when the icon is displayed to use the Riding Action.



Example



Jump

Jump from cliff edges and across gaps to reach the opposite side.



14 Gathering Items

Gathering



You can collect useful items to assist in your adventures out in the field.

Harvest/Mine/Catch

An icon will display above your character's head when approaching a gathering point. Press **(A)** to gather items.

When items have been gathered, the point will disappear for a period of time.



Harvesting points

- Herbs
- Paintberries, etc.



Mining points

- Stones
- Iron Ore, etc.



Catching points

- Bitterbugs
- Godbugs, etc.

Fishing



- 1 An icon will display above your character's head when approaching a fishing point. Press **(A)** to start fishing.



- 2 Press **(A)** as soon as the icon appears above the bait to catch fish, or acquire other items. The quicker you press **(A)** after the icon appears, the better the items you will receive.



Items from fishing



- Whetfish
- Sushifish
- Goldenfish
- Small Goldenfish, etc.

Accessories



Equippable items with passive skills, such as Heat Res and Negate Poison. Your character may equip only one accessory.

You can receive accessories from gathering points or treasure boxes out in the field.

15 Gathering Eggs

Monster Eggs



By gathering eggs out in the field, you will be able to hatch them at the Stables (p. 27) and acquire a new Monstie.

Gathering Eggs



- 1 You can acquire eggs in Monster Dens. An icon will appear when approaching the eggs, press (A) to pick one up.



- 2 After you have picked up an egg, you will have to leave the area whilst carrying it. Watch out, as you will move slower whilst carrying an egg.



- ③ You will receive the egg if you manage to leave the area whilst carrying it. Head to the Stables to hatch it.



Losing an Egg

Whilst carrying an egg, monsters can still attack you! If you lose a fight whilst carrying an egg, the egg will be lost.

Picking an Egg

After picking up an egg, you can swap it out for another one within the same nest. There are only a limited number of eggs though, so choose carefully.

Retreat

Upon reaching certain conditions, you can cause a monster to return to its Den at the end of a battle. (p. 23)

16 Camp Menu

Opening the Camp Menu



Press \otimes to display the Camp Menu whilst out in the field, in a Monster Den, or in towns.

Camp Menu Options

You can select the following options in the Camp Menu.

Items

Check and use items in your inventory.

- ◆ Items available for use in battle are stored in the Battle Pouch.

Story Quests

View a summary of Story Quests played.

Combine



Combine items to create a new item.

Subquests

View a summary of accepted Subquests.

Equipment

Change equipped weapon, armour and accessory.

- ◆ You can also change whether or not to display your helmet in the equipment menu.

Status

View status information for your character and Monsties. (p. 17)

Battle Pouch



Change items available for use in battle.

Only the items selected here will be available for use in battle.



Monsterpedia



View information on encountered monsters and hatched Monsties.

Rider Card

Your Rider Card features your character information, which can then be viewed by other players via network features such as StreetPass.

Here you can view and change your Rider Card, as well as add Rider Cards received from other players to your favourites list.

◆ You still retain your Rider Card even if it is passed to another player.

Rider's Notes



View information useful to your adventures.

Options

You can change the following options:

- BGM Volume
- SFX Volume
- Sound Settings
- Camera Type
- Camera Motion
- Camera Tracking
- START Button

- Message Speed, etc.

End Game

End the game and return to the Title Screen. (p. 9)

Camp Menu Upper Screen



① Adventure hints

Displays the next objective.
Check here if you're confused about where to go next.

② Prayer Pot effects

Displays any bonuses currently in effect from the Prayer Pot.
(p. 24)

③ Eggs in Carton

Displays the number of eggs currently in your Egg Carton.

④ Monstie information

Displays information on Monsties currently in your party.
Information includes remaining HP and Abnormal Statuses.

⑤ Character information

Displays information on the main character.
Information includes remaining HP and Abnormal Statuses.

⑥ Hearts

Displays the party's remaining Hearts.

⑦ World Map

Displays a simplified World Map.
Check your character's current location and next destination.



Checking Current Statuses

You can view information on Monsties in your current party and your character from the "Status" option in the Camp Menu. (p. 16)
You can also switch Monsties from this menu.

Character and Monstie Stats

Lv (Level)

Current level.
Maximum HP and Attack increase with levels.

HP (Hit Points)

Current maximum HP.
With a higher maximum HP, you will be able to take more damage from monster attacks before losing a Heart.

ATK (Attack)

Current Attack.
With higher Attack, you will be able to deal more damage to

monsters in battle.

DEF (Defense)

Current Defense.

With higher Defense, monster attacks will deal less damage to you in battle.

SPD (Speed)

Current Speed.

With a higher Speed, you will be able to act earlier in battle.

EXP (Experience)

The remaining experience points until the next level.

You receive experience points from victory in battle. When you have received enough, you will level up.

Attack Tendency

Details which of the three attack tendencies (Power, Speed, Technical) is a particular forte.

(p. 21)

◆ The main character will be listed as No Type.

Elemental Attack (Elem Atk)

The higher the value, the more damage dealt to enemies when using an elemental attack.

Elemental Resistance (Elem Res)

The higher the value, the less damage received when being hit by an elemental attack.

Skill

Details skill information. (p. 22)

- ◆ You can view both Active Skills and Passive Skills in this menu.

Main Character only

Kinship Stone Level

Displays the current level of your Kinship Stone.

This will increase as you progress through the main story.

◆ Kinship Stone and Monstie Rarity ◆

The higher the level of your Kinship Stone, the higher the rarity of Monsties you will be able to use in your party.

Weapon

Shows currently equipped weapon.

Armour

Shows currently equipped armour.

Accessory

Shows currently equipped accessory.

Monsties only

Genus

Displays the Monstie's genus.

Rarity

Displays the Monstie's rarity.
Level 9 is the highest rarity.

Gene Slots

Displays information on the Monstie's gene slots (p. 28). Press  for more detailed information.



Growth Type

Displays the speed at which a Monstie grows.

May be one of the following types:

- Slw (Slow)
- Reg (Regular)
- Qck (Quick)

Growth types vary by genus.

Riding Action

Displays the Riding Actions a Monstie can use. (p. 13)

Kinship Skill

Displays the Kinship Skill a Monstie can use. (p. 22)

Changing Party Order

- 1 You can also change the party order in this menu. Press the (X) button to select the Monstie you would like to switch.



- ② Once you have entered the party edit mode, press **A** to confirm the Monstie you would like to switch. Press **A** again to continue switching. Alternatively, press **B** to cancel.



18 Battle Screen

Battle - Upper Screen



① Character name

Main character's name.

② Monstie name

Lead Monstie's name.

③ Monster name

Enemy monster's name.

④ Character HP gauge

Gauge displaying the main character's remaining HP.
Decreases whenever you sustain an attack.

If HP is reduced to zero, you will lose a Heart.

⑤ Monstie HP gauge

Gauge displaying the lead Monstie's remaining HP.
Decreases whenever the Monstie sustains an attack.
If HP is reduced to zero, you will lose a Heart.

⑥ Monster HP gauge

Gauge displaying the enemy monster's remaining HP.
Decreases when you hit it with attacks.
The monster will be defeated when its HP is reduced to zero.

⑦ Next Monstie action

The next action that your Monstie will take.

⑧ Hearts

The party's remaining Hearts.
If you lose all Hearts, you will lose the battle and be forced to recover at a nearby location.

Battle - Touch Screen



- ◆ In addition to entering commands with button presses, you can also tap the Touch Screen.

① Monsties



Command your Monstie in battle. You can only command your Monstie to use Skills.

② Fight

Attack a monster with a standard attack.

Select which monster to attack, with which attack type, on the Touch Screen.

③ Rider



Use one of your own Skills. After selecting a Skill, decide which monster to use it on with the Touch Screen.

④ Switch



Switch the Monstie to use in battle.

Select which Monstie to switch in from your current party.

⑤ Items



Use an item from your Battle Pouch.

⑥ Flee

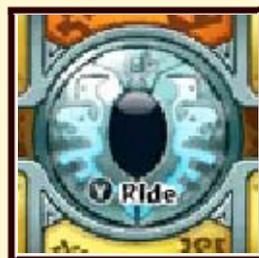
Run away from the battle. If successful, you will return to the field. If you are unable to flee the battle, you will be unable to take any action for a turn.

◆ There are also battles you cannot run away from.

⑦ Kinship Gauge



Once full, you will be able to ride your Monstie in battle. (p. 22)



19 Status Changes

Status Effects



Through the use of items or monster attacks, the main character or lead Monstie's stats may be positively or negatively affected.

A mark will be displayed next to the name display for as long as the effect remains in place.



Status Effect Marks



Attack Up
Attack increases.



Defense Up
Defense increases.

Abnormal Statuses

During battle, you can be afflicted with Abnormal Statuses by monster attacks.

Action-Affecting Statuses

You will be unable to take any action when afflicted by certain statuses.

 Example: 



Sleep

Unable to take any actions for a certain number of turns. You will sustain a large amount of damage if attacked while sleeping.

Action-Limiting Statuses

You will be unable to take certain actions when afflicted by certain statuses.

 Example: 



Stench

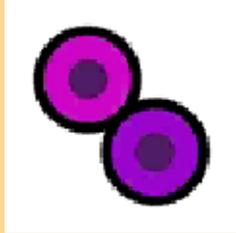
Unable to use items for a certain number of turns. Can be healed by certain Skills.

Persistent Abnormal Statuses

Abnormal Statuses continuing for a certain number of turns.



Example:



Poison

Sustain damage each turn.

Continues for a certain number of turns unless healed by Skills or Items.

Stat-Affecting Abnormal Statuses

Abnormal Statuses affecting character parameters, including Attack and Defense.



Example:



Defense Down

Reduces Defense.

Continues for a certain number of turns, or until affected by a Defense Up status.

20 Fighting a Battle

Fighting a Battle

Battles are resolved within a turn-based system.

- 1 First, select an action.



- 2 Then select the target for your action.



- 3 When selecting "Fight", choose which attack type to use.



- ④ The battle begins!
A turn ends when an action has been undertaken by your character, your Monstie and all enemy monsters.



- ◆ The attack order is influenced by the Speed parameter.

Battle Lines



When selecting a monster to attack, a battle line will be displayed if the monster is also attempting to attack you. Note that when facing an enemy Rider, you will be unable to directly attack them.

- ◆ You will be able to attack opposing Riders if they are currently riding their Monsties.

Head-to-Head and Attack Types



When attacking each other with standard attacks, a Head-to-Head will commence.



There are three types of attack: Power, Speed and Technical (Tech). Each is strong against, and weak to, another attack type. A Head-to-Head will be decided based on the attacks used.

The strengths and weaknesses are as follows:

- Speed beats Power
- Power beats Technical
- Technical beats Speed

Double Attacks



In the event that the following conditions are met, you will

perform a Double Attack:

- The main character and your Monstie attack the same enemy
- The main character and your Monstie both use the same attack type
- The attack type beats the enemy monster's attack type.

Your Kinship Gauge will greatly increase when a Double Attack is used.

Combos

When using Power, Speed and Technical attacks in certain orders, a combination move can be triggered. Combos will deal greater damage.

Different weapon types have different attack orders to trigger a combo.



Great Sword example:



Power⇒Power⇒Technical

Downed

If you lose three consecutive Head-to-Head attacks, you will be Downed. When Downed you will be unable to take any actions for a

turn.

Special Battle Events



During battle, various special events may be triggered. If you win at the resulting minigame, you will deal damage to your opponent, and the Kinship Gauge will be boosted.

Power Clash



Tap **A** consecutively to charge your opponent down. As you tap the button, the gauge will move in line with who is winning the battle. The victor will be decided by who pushes the gauge furthest in to their opponent's half.

Air Showdown



When both opponents are capable of flight, a mid-air battle can be triggered.

Press **L** and **R** in turn as many times as possible during the time period to win the battle.

Breath Blast



When both opponents are capable of using a Breath skill, a Breath Blast can be triggered.

Rotate **○** as many times as possible during the time period to win.

Ride On!



When your Kinship Gauge is full, you will be able to ride your Monstie.

Filling the Kinship Gauge

There are various ways to fill the Kinship Gauge, such as damaging the enemy, and finishing a turn.

The following events will cause your Kinship Gauge to fill greatly.

Examples:

- Win a Head-to-Head
- Launch a Double Attack
- Win a special battle event

Kinship Skills

Kinship Skills are special attacks

unique to your Monstie. Press  at any point during a ride to use it. However, using Kinship Skills terminates your ride, so only use them when you really think it's worth it.

Kinship Level

When you win a Head-to-Head during a ride, your Kinship Level will increase.

The higher your Kinship Level, the greater damage your attacks will deal.

Skills

Broadly speaking, your character and Monsties have two types of Skills.

Active Skills

Skills used during battle by command. These skills may temporarily affect statuses or deal heavy damage, amongst other effects.

Employing these skills will use up your Kinship Gauge. How much of the Gauge will be used depends on the skill.

 Rider's Active Skill Examples: 

Power-house Strike

Great Sword Skill
Deals heavy non-elemental damage to a single opponent. Becomes the last action to be used in a turn.

Rest

All Weapon Skill
Recover a small amount of HP.

 Monstie Active Skill Examples: 

Intimidate

Velocidrome Skill
Reduces opponent's Attack for three turns.

Swift Strike

Velocidrome Skill
Attack against a single opponent. May attack before opponents.

Passive Skills

Skills that activate automatically when entering battle, remaining in effect for the duration of the battle.

These skills may protect from Abnormal Statuses, or strengthen attacks, amongst other effects. There are skills that only the main character can use as well as skills that only Monsties can use.

❖ Passive Skill Examples: ❖

Negate
Poison

Protects from
Venom and Noxious
Venom

Negate
Paralysis

Protects from
Paralysis

23 Finishing a Battle

Victory

Win a battle by defeating all opponents.

Experience and Items



When you win a battle, you will receive experience points and items. Experience points will be received by all Monsties in the party.

Battle Results





Win a battle decisively and you will receive some bonus points, raising your battle results. If you finish a battle with good results, you may receive more, or rarer items.

Bonus Chance



You may occasionally see a Bonus Chance at the beginning of a battle.

If you see a Bonus Chance, you will be able to receive a large number of bonus points at the end of the battle.

Defeat

Hearts

If you lose three Hearts during a battle, you will be defeated. You lose a Heart when your character's or Monstie's HP depletes to zero. (p. 18)

Return to your house to restore Hearts. (p. 24)

After Defeat

You will be returned to where you entered the current field, or to your last save point.

Retreat



Retreat to Den



When you defeat a monster, you might cause it to retreat to its Den.

When a monster retreats, its Den will appear somewhere on the current field. You will be able to retrieve an egg of the same monster type if you make it to the nest.

Retreat Tips & Tricks

Depending on how you defeat a monster, you can raise the likelihood that it will retreat to its Den. Try out lots of different methods to see what works best for each monster!

You can also use the Paintball item to tag a monster before defeating it, to raise the likelihood that it will retreat.

Towns

At the towns throughout the world, there are various things that you will be able to do.

Shops and Facilities

Your House

- Heal your character and Monsties
- Save the game
- Change your character's and Navirou's appearance
- View the Gallery

Stables

- Manage your eggs
- Perform the Rite of Channeling
- Manage your Monsties
- Manage your Monstie Expedition Party

Merchant

- Get items
- Sell items and equipment

Smith

- Get equipment
- Strengthen equipment
- Accept Forge Quests
- Sell items and equipment

Quest Board

- Accept Subquests

Courier

- Manage StreetPass settings
- View Rider Cards from other players
- View Battle Party data from other players
- Challenge StreetPass Dens

Connecticut

By speaking to the Connecticut, you will be able to receive bonus and downloadable contents by the following methods:

- Via the Internet
- Via Download Code
- With an amiibo
- Via QR Code

Catavan Stand

- Travel to Catavan Stands you have previously visited
- Save the game

Poogies

- View the Encyclopoogia
- Change active Poogie
- Receive an item every 10 Poogies found

Prayer Pot

By using special items (Charms) at Prayer Pots, you can receive various beneficial effects to help you on your journey.

- Temporarily grants you and your Monsties a certain benefit
- Change field conditions

Grillhouse

- Grill Raw Meat
 - The type of meat you gain will change depending on how it has been grilled
- ◆ Some facilities may not appear in all towns.

Weapons

There are four types of weapon your character can use: Great Sword, Sword & Shield, Hammer and Hunting Horn.



Weapon Attributes



Attack	Basic attack power of the weapon.
Crit Rate	Likelihood of your attacks being critical. Critical attacks deal far greater damage than normal.
Element	Strength of the weapon's elemental attribute.
Bonus	Details special weapon bonuses.
Skill	Active Skill available by equipping the weapon.
Strength	Details the weapon's level. Raise a weapon's level by strengthening it at the Smith.

Armour

Armour Attributes

Defense

Basic defensive power of the armour.

Elem Res

Strength of the armour's elemental defence.
The larger the value, the greater the reduction in damage from elemental attacks.

Skill

Passive Skills triggered by equipping the armour.

Strength

Details the armour's level.
Raise armour's level by strengthening it at the Smith.

Armour & Monstie Synergy

In the event that the lead Monstie, and monster materials used in production of equipped armour or weapon are of the same type, Skills (p. 22) used in battle will consume less of the Kinship Gauge to activate.

- ◆ This effect does not stack when using both weapon and armour of the same type.

Example:

Monstie: Velociprey	X	Armour: Velociprey Armor
Monstie: Lagombi	X	Armour: Lagombi Armor

Acquiring Equipment

Acquire weapons and armour at the Smith.

Strengthening Equipment

You can strengthen weapons and armour at the Smith.



In order to strengthen equipment, you will need certain materials and some funds.

Materials are worth various point values. Invest materials in equipment to get over a certain amount of points.

Forge Quests



Forge Quests are available from the Smith. By clearing them, you will be able to get your hands on special weapons and armour.

Subquests



Subquests are optional quests that do not impact upon the main story. By clearing them, you can receive rewards and experience points. You can accept up to 30 Subquests (5 DLC Subquests) at any one time.

Accepting Subquests



Receiving from a Character



Some Subquests are available from characters in towns. Return to the quest giver once the quest conditions have been cleared to receive your reward.

Accepting Quests from the Quest Board



You can also accept quests from the Quest Board in towns. Return to the Quest Board once the quest conditions have been cleared to receive your reward.

◆ Some Subquests do not reward experience points.

Receiving Forge Quests

You can receive Forge Quests (a type of Subquest) from the Smith in towns. (p. 25)

Once the quest conditions have been cleared, return to the Smith to receive the equipment rewarded for the quest.

Subquest Objective Marker



Certain Subquests will cause a blue marker to appear on the map on the Touch Screen when you enter the appropriate field. This indicates the



destination for a Subquest.

Displaying the Objective Marker

The Objective Marker can be switched on or off for each individual Subquest.

To do this, go to "Subquests" in the Camp Menu, select the appropriate Subquest, then press **Ⓐ** to switch the Objective Marker on or off.



You can manage your Monsties at the Stables in towns. The following options are available from the Stable Menu.

Egg Carton

Check your Egg Carton to manage your eggs and egg fragments.

Hatch Egg



Hatch eggs you have brought back from the field and birth a new Monstie. Here you can hatch any eggs that you own, as long as there is space in the Stables.



Hatch an egg by tapping the screen, or pressing (A). Depending on where you tap the egg, the stats of the Monstie that is born will change.

Egg Fragments



Here you can manage the Egg Fragments you receive from Network Battles, amongst other places.

By combining 9 fragments, you can create a new egg to hatch.

Egg Fragment Patterns

Egg fragments have various patterns on them. Each pattern denotes a different type of Monstie that will be born.

❖ Fragment Pattern Example: ❖

Fanged Beast Fragment

The more of these fragments used, the greater the likelihood that a Fanged Beast Monstie will be born.

Bingo Bonuses



If the same colour of fragment is used vertically, horizontally or diagonally across the 9 fragments, the Monstie that is born will receive some stat bonuses.

Rite of Channeling



Use the Rite of Channeling to transfer Kinship Genes from one Monstie to another. (p. 28)

Manage Monsties





Manage your Monsties and party compositions.

Change Party

Choose which Monsties to take with you on your journeys, and which to rest at the Stables.

Monstie Sets

Create pre-made parties. Once a party has been registered, you can return at any time to switch it in and out easily.

Favorites

Select your favourite Monsties. Once you have registered a Monstie as a Favorite, you will be unable to use it in the Rite of Channeling or release it.

Release Monsties

Release a Monstie back in to the wild. Be careful, as released Monsties will not return.

Expedition Party



Send out an expedition party of your Monsties to search for items and materials in the field. (p. 31)

By advancing through the story, you will be able to perform the Rite of Channeling at the Stables in towns.

Through the Rite of Channeling, you will be able to pass on Kinship Genes from one Monstie to another, paving the way to greater power.

Performing the Rite of Channeling



- 1 Select a Monstie to Inherit a Kinship Gene.



- 2 Select a Monstie to Channel a Kinship Gene.



- ◆ Take care, as the Monstie chosen to channel a Kinship Gene will leave your party once the Rite is complete.

-
- 3 Select the Kinship Gene to channel.

The channelled Kinship Gene will be placed in to the same gene slot it was placed in from the channelling Monstie.

- ◆ In the event that a Kinship Gene already exists in the gene slot, the inheritor's current Gene will be overwritten.



-
- 4 This completes the Rite. The inheriting Monstie will now have access to new skills or increased stats.



Kinship Genes

Kinship Genes are vital to developing your Monsties. They may bestow various skills, elements or improved stats upon your Monsties.



A Monstie may have up to a maximum of 9 gene slots available for use with Kinship Genes. By repeating the Rite of Channeling, your Monsties will reach greater levels of strength.

Types of Kinship Genes

Broadly speaking there are two types of Kinship Genes.

- Genes particular to individual Monstie types
- Genes available to all Monsties

Both types may be passed on through the Rite of Channeling.

Kinship Gene Examples:

Aptonoth Gene

Skill: Observe

Type: No Type

Element: None

Increases effect of recovery skills

Antivenom Gene

Skill: Negate Poison

Type: Technical

Element: None

Increases Defense

Bingo Effects



By completing a row of gene slots, you will receive a bingo bonus for your Monstie, raising their maximum HP.

You can also acquire additional bingo effects by aligning Genes of the same shape or colour in a row, such as the following:

- Bonuses received when entering battle
- Bonuses to Monstie stats



By advancing through the story, you will reach Albarax.



The first time you visit, the village will be largely destroyed.



However, by accepting and completing quests given by the Village Chief, the village will gradually be restored, allowing various facilities to reopen.

Try returning Albarax to its former beauty!

By restoring the town of Albarax (p. 29), you will be able to enter the Rider Arena.

There are various different modes at the Arena.

- ◆ Tournament Mode and Versus Mode are available from the Offline Clerk.
- ◆ You can play with other players near you with Local Play through the Local Clerk. Alternatively, you can play with other players with Online Play through the Internet Clerk.

Tournament Mode



An offline mode allowing you to battle against other Riders in a tournament format. You can participate in either normal tournaments, or DLC Tournaments.

Various classes are available in normal tournaments, each with their own difficulty levels.

You may receive a reward depending on your performance in tournaments.

Versus Mode (StreetPass)



In Versus Mode you will battle against party data received through StreetPass from other players.

(p. 32)

Battles against nearby players (Local Play)



Allows you to battle against other players nearby through local wireless.

You can also use this function through "Network Battle" on the Game Menu. (p. 9)

Battle against players online (Online Play)



Allows you to battle against other players online through Online Play. You can also use this function through "Network Battle" on the Game Menu. (p. 9)

31 Expedition Parties

Through Monstie Expedition Parties, you can send your Monsties out to search for items and materials.

You will be able to use this function once you have completed the restoration of Albarax. (p. 29)

Sending Out an Expedition



- 1 Select "Expedition Party" from the Stable Menu. You can then select which field to send the expedition out to, as well as primary goals and participating Monsties.



-
- ② Monstie Expeditions take time. (Exactly how long will be displayed on the screen once the party has departed.) Navirou will let you know when an expedition party has returned. Return to the Stables to view the result.



-
- ③ Return to the Stables and select "Expedition Party". You will receive rewards based on the success of the expedition.



32 Network Battles

You can start a battle against another player through "Network Battle" on the Game Menu, or by speaking to the appropriate clerk at the Rider Arena. (p. 30)

You can battle against nearby players with local wireless, or players online with Online Interaction.

Furthermore, you can receive Egg Fragments (p. 27) through Network Battles.

Network Battle Rules

In Network Battles, you will be able to choose one of the following rule sets to battle with. The different rule sets variously limit the levels of Monsties and Monstie selection criteria, amongst other settings.

- ◆ Other rule sets can also be acquired via the DLC Menu. (p. 37)

Balanced

Limited rule set.

No Limit

Largely unlimited rule set.

One Heart

Only one Heart in this battle!

Network Battle Parties

Your Battle Party is the team you take in to battle with you in Network Battles.

Editing Your Battle Party

- 1 Select "Battle Preparation" from the Rider Arena Menu or Game Menu under Network Battle.



- 2 Select "Battle Party".



- ③ From here you can select various options dealing with your Battle Party. Select "Change Battle Party" to edit your party. You can also record parties in "Battle Sets", to make it easier to switch out parties at a later date.



Receiving Other Players' Battle Party Data

You can receive other players' Battle Party data via StreetPass or by reading their QR Code.

QR Code Patterns

You can receive Battle Party data by using the Nintendo 3DS Camera to read a QR Code. You can also create a QR Code for your own Battle Party through the DLC Menu on the Game Menu.

Adding Friends

By adding other players as Friends, you can make it easier to find them for a Network Battle at a later date.

◆ Playing Network Battles (p. 33-34)

Sending a Friend Request

- 1 Press \odot on the Network Battle results screen to open the Results Menu. Select "Add Friend" from this menu.



-
- 2 A confirmation screen will be displayed. Select "Yes" to continue. The request will be sent to the other player.



Receiving a Friend Request

Select "Yes" to add the other

player to your friend list, or "No" to reject the request.

- ◆ You will be unable to add friends if you do not have a Personal Mii created, or if there are no free spaces in your friend list.

Battle Rank



Your Battle Rank displays your rank as a player in Network Battles. It will change based on the results of your Network Battles, along with the number of battles you have participated in. You can also view your Battle Rank on your Rider Card.

Local Wireless (Local Play)



Battle against nearby players using local wireless.

- ◆ Network Battles: 2 players
- ◆ You can enter Network Battles after receiving permission from Dan. Network Battles can also be entered from the Rider Arena. (p. 30)

Requirements

- One Nintendo 3DS system per player
- One Game Card per player

Actions Through Local Wireless

- Network Battles
- Add Friends (p. 32)
- Exchange Rider Cards
- Blocked-user Settings (p. 36)
- Stickers (p. 35)

Playing Network Battles

- 1 Select "Battle (Local Play)" from Network Battle on the Game Menu, or in the Rider Arena.



- 2 Edit your battle settings. Select your battle rules (p. 32) and status before searching for an opponent.



- ◆ Whilst using local wireless, you will be unable to select requirements for your opponent.
- ◆ Press ⊗ to create your own lobby whilst using local wireless.

- ③ Select your opponent from the list of lobbies found!



A search may be unable to find any opponents. In the event that this happens, press (X) to create your own lobby and wait for opponents. Alternatively, press (Y) to search again.



- 4 Once an opponent has been decided on, you will enter in to battle preparations. Here, you can select your "Lead Monstie" and "Battle Pouch". Once your preparations are complete, select "Battle!" to start the battle.



Online Interaction

Battle against other players using Online Interaction.

- ◆ Network Battles: 2 players
- ◆ You can enter Network Battles after receiving permission from Dan. Network Battles can also be entered from the Rider Arena. (p. 30)

Requirements

- One Nintendo 3DS system per player
- One Game Card per player
- A connection to the Internet
- ◆ To connect to the Internet, a wireless connection needs to be established via the system settings. (Please refer to the system's Operations Manual for further information.)

Features available via the Internet

- Network Battles

- Add Friends (p. 32)
- Exchange Rider Cards
- Blocked-user Settings (p. 36)
- Stickers (p. 35)
- Acquire downloadable content (p. 37)

Playing Network Battles

- 1 Select "Battle (Online Play)" from Network Battle on the Game Menu, or in the Rider Arena.



- 2 Select an option from the matching types below:



- Quick Match - Selects a random opponent based on your search conditions.
- Custom Match - Select an opponent from those found based on your search conditions.

-
- 3 Edit your battle settings. Select your battle rules, opponent and status before searching for an opponent.



4 How the game proceeds will depend on your matching type.

● Quick Match

Enter straight into battle if an opponent is found. In the event that no opponent can be found, press (Y) to search again.

● Custom Match



Select your opponent from the list of lobbies found.

A search may be unable to find any opponents. In the event that this happens, press (X) to create your own lobby and wait for opponents. Alternatively, press (Y) to search again.

- 5 Once an opponent has been decided on, you will enter into battle preparations. Here, you can select your lead Monstie and Battle Pouch. Once your preparations are complete, select "Battle!" to start the battle.



Match IDs



In Custom Match, you can enter a Match ID to start a battle against a particular opponent.

Creating a Match ID



When selecting your battle conditions, choose "Invite by Match ID" from "Opponent" to create a Match ID.

Entering a Match ID

When selecting your battle conditions, press \otimes to move to the "Enter Match ID" screen. Enter the Match ID created by your opponent, then select "Yes" on the confirmation screen to enter in to battle.

35 Stickers

During a Network Battle, you will be able to send Stickers to your opponent.

Sending Stickers

- 1 Press (X) to display your Sticker Set on the Touch Screen.
- ◆ A Sticker Set is a particular pack of stickers.
 - ◆ In addition to the basic Sticker Sets, you can also acquire Sticker Sets from the DLC Menu. (p. 37)



- 2 Select the Sticker you would like to use, and press (A) to send it to your opponent. The Sticker will be displayed on the upper screen.



Changing Sticker Sets



Whilst a Sticker Set is being displayed, press **X** to view all Sticker Sets available to you. Select the Sticker Set you would like to use and press **A** to confirm. Alternatively, press **L** or **R** to switch Sticker Sets.

Blocked-User List

- You will not receive Rider Cards, StreetPass Dens or Battle Party data from players registered in your blocked-user list by local wireless or Online Interaction.
- Stickers will not be displayed whilst in a Network Battle with players registered in your blocked-user list by local wireless or Online Interaction.
- Players can be removed from your blocked-user list via System Settings.

Ignore List

- You will not be matched against players registered in Ignore List by local wireless or Online Interaction.
- Players will not be notified if they have been blocked through your Ignore List.
- Players can be removed from your Ignore List in game.

Registering/Removing Blocked Users

Registering Players

- 1 On the Network Battle results screen, press \odot and select "Blocked-user List".



- 2 Select "Yes" on the confirmation screen to add the player to your blocked-user list.



Removing Players

You can remove players from your blocked-user list via System Settings.

You can only remove players from your blocked-user list by

removing all of them at once,
and not individually.

Registering/Removing Ignored Users

Registering Players

- 1 On the Network Battle results screen, press **Y** and select "Add to Ignore List".

- 2 Select "Yes" on the confirmation screen to add the player to your Ignore List.

Removing Players

- 1 Select "Ignore List" from the Online Play menu.



- 2 Tap the name of the player you would like to remove from the Ignore List and press **START** to remove them.



37 DLC Menu

Select "DLC" from the Game Menu (p. 9) or talk to the Connecticat in towns to open the DLC Menu. Here you can acquire bonus and additional content.

◆ Do not take out or insert an SD card whilst playing the game.

DLC Menu



Download

Receive bonus Subquests and Battle Rules via the Internet.

Download Code

Enter a Download Code to receive downloadable content.

◆ Acquiring Downloadable Content ◆

Detailed below are the procedures for acquiring

downloadable content.

① Select "Download Code" from the DLC Menu and enter your download code.

② Choose the downloadable content to acquire and select "Next".

③ After confirming the contents, select "Download".

◆ The download will commence.

◆ Confirm any pertaining rules and regulations.

④ Once the download is complete, tap "OK" to return to the Game Screen.

⑤ You will receive the downloadable content once you have returned to the Game Screen.

Downloadable Content Precautions

- You can view your download history in "Account Activity" in the Nintendo eShop.
- Once acquired, downloadable content can be re-downloaded if deleted.
 - ◆ Purchased DLC may no longer be available for re-download if you delete your Nintendo eShop Account Activity or Nintendo Network ID.
 - ◆ Please be aware that data transmission may be interrupted or become unavailable for re-download.
- Downloadable content will be saved to the SD card.
- Downloadable content may only be used on the system it is downloaded to. Even if the SD card is switched to another system, the content will not be available on that system.

QR Code

Receive bonus content by reading a QR Code with the Nintendo 3DS Camera. You can also create a QR Code containing your Battle Party data, or receive Battle Party data from another player by reading their QR Code. (p. 39)

- ◆ This feature does not require an Internet connection.

amiibo

Receive bonus content by using an amiibo.

- ◆ This feature does not require an Internet connection.

You can receive the following bonus and additional content by selecting "Download" through the DLC Menu (p. 37):

Subquests

Acquire additional Subquests (p. 26). Special items and outfits for Navirou can be acquired through these Subquests.

- ◆ Accept downloadable Subquests through the "DLC Subquests" option available on the Quest Board in towns.

Tournaments

Acquire additional tournaments. Special eggs and equipment can be acquired by winning these tournaments.

- ◆ You can enter downloadable tournaments through the "DLC Tournaments" option available through the Clerk at the Rider Arena. (p. 30)

Battle Rules

Acquire additional battle rules for Network Battles (p. 32). Select these rules to participate in Network Battle events. Special materials, items, egg fragments and equipment can be acquired by using these battle rules.

- ◆ You can participate in Network Battle events via local wireless or Online Interaction.

Sticker Sets

Acquire new Stickers to use in Network Battles. (p. 35)

Rider Card Backgrounds

Acquire new scenes to use on your Rider Card. (p. 16)

Titles

Acquire new titles to display on your Rider Card. (p. 16)

Eggs

Acquire eggs to use in game. Special Monsties can be born by

hatching them.



The Courier (StreetPass)



By visiting the Courier in towns, you can update your StreetPass settings to automatically exchange Rider Cards, Battle Party data and StreetPass Dens with other players using this software.

Items Exchangeable at the Courier

- Rider Cards (p. 16)
- Battle Party data (p. 32)
- StreetPass Dens (p. 40)

Activating StreetPass

Speak to the Courier in towns to view your StreetPass settings.



Setting Up



- 1 Speak to the Courier to open the menu.



- ② Press ⊗, then select "Yes" on the confirmation screen to activate StreetPass. Press ⊗ again at the menu to deactivate StreetPass.



Rider Card

View Rider Cards obtained via StreetPass.
You can store up to 100 Rider Cards.

StreetPass Den

View StreetPass Dens obtained via StreetPass, and edit settings for your own StreetPass Den.
You can store up to 100 StreetPass Dens.

StreetPass Party

View Battle Party data obtained via StreetPass, and edit settings for your own Battle Party data. You can store up to 100 Battle Parties.

Deactivate StreetPass

You can deactivate StreetPass by selecting "StreetPass Management" from "Data Management" in "System Settings". Select the "Monster Hunter Stories" icon and tap "Deactivate StreetPass".

- ◆ Please read the system's Operations Manual for details regarding Parental Controls.

You can receive StreetPass Dens via StreetPass. (p. 39)

Entering StreetPass Dens

- 1 Select "StreetPass Den" from the Courier Menu.



- 2 Select the Dens you would like to enter from the list by pressing **A**, then exit the menu.



- 3 The selected Dens will appear in the field. Enter them as you would a normal Monster Den to face their challenges.



- ◆ Up to 2 StreetPass Dens can appear in one field area.

Sending StreetPass Dens

- 1 Select "StreetPass Den" from the Courier Menu.



- 2 Select the Den you would like to use, then press **START** to set it as your StreetPass Den.



This game is published by Nintendo.

For product information, please visit the Nintendo website at:

www.nintendo.com/countryselector

For technical support and troubleshooting, please visit:

support.nintendo.com