



## **Monster Hunter Rider's Beginner's Guide**

### **Introduction**

So ya wanna be a Rider? Hop on the big one and go on an adventure? Well you might want a guide because unless you are a native speaker of Japanese you might get a little lost! This game is surprisingly easy to play for non speakers and this guide will attempt to get new players up to speed on getting ready to take on the biggest and baddest!

### **Starting a new account**

Monster Hunter Riders is a gacha that's skewed on the newer side of things. This is a 64-bit game meaning that you will need access to a device that can run 64-bit titles (likely any phone 2018+).

### **The following iOS devices are 64-bit:**

iPhone 5s/SE/6/6s/7.

iPad Air and iPad Air 2.

iPad mini 2, iPad mini 3 and iPad mini 4.

Sixth-generation iPod touch.

12.9-inch iPad Pro and 9.7-inch iPad Pro.

9.7-inch iPad (2017)

Any iOS Device released past these generations

Android 64-bit is a bit trickier but most devices in the middle range past 2016 should work but you may want to research your particular device to be sure!

### **Emulators**

Most if not all emulators will not be able to run this game. As of now our community has not been successful running MHRiders on PC.

### **Regional Restrictions and Installation**

This game is currently in the Japan region only meaning you will either need a Japanese Google play account or Apple account set up on your phone or use the QooApp application to be able to install it.

**Joining the MHR English Discord Server** <https://discord.com/invite/ndQTP5R>

As helpful as this guide will be the best place to get started is joining our community!

## Opening Segments

Once you have the game installed you will be greeted by this games Mascot Mary.



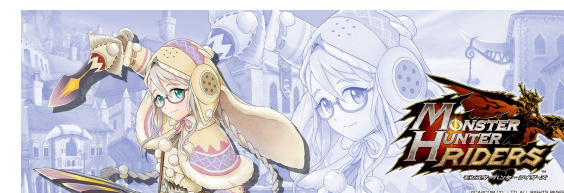
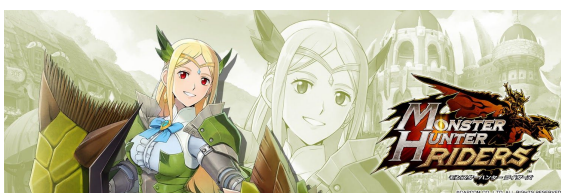
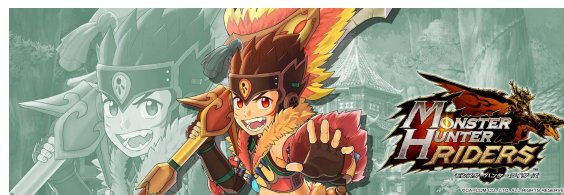
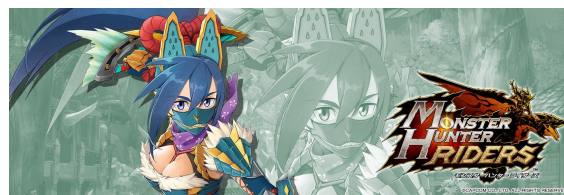
I won't go too much into the story but essentially you act as a commander for the various units and monsters that fight on the field. From here you will begin the story and get access to 3 Star Mary with 2 Star Rathalos. These opening segments will introduce you to combat basics.

## The In-game tutorial

From the first set of opening sequences you will then be taking part in a brief in game tutorial sequence showing you various basic actions. Accessing story missions, leveling up monsters and riders, hatching and acquiring eggs and finally the opening reroll!

## Opening Reroll

In Monster Hunter Riders you are given a free ten pull with a guaranteed 5 star rider that you can reroll as many times as you want until you have the desired unit you want. This pull does have a limited roster however so you won't be snagging any of the new hottest riders from this freebie. This banner does include all the main story campaign units as well as some generic riders. One of those along with a decent set of 4 stars should be your target here but you can't really go wrong with the ones shown below.



A Deeper dive into recommended riders and party setups for beginners will be addressed further in!

## Combat Basics

This game is inspired by Monster Hunter Stories and shares many of its assets! However it plays more like a traditional turn based battler. In fact the closest comparison would be Pokemon in a sense. You get access to 4 moves that you can set on panels in the UI.



**Top Left - Tag Attack:** This panel is reserved to Tag Attacks which are special combo attacks done with the Monster/Rider. These are determined by the monster itself but can be modified by the Rider with what is called a **Tag Bonus**. Typically these are simply 5% damage bonuses when you pair a rider with a compatible monster much like how Mary is paired with Rathalos.

**Top Right - Rider Skill:** While Riders typically get access to 5-6 skills total you can only ever set 1 at a time in the top right panel. Rider skills are very powerful to compensate for this.

**Bottom Left and Right - Monster Skills:** On the bottom panels you are able to set up to Two standard monster skills. Most monsters will have 3-4 to choose from and typically will have a wide range of abilities and effects.

**Top Middle - Standard Attack:** This is your bread and butter standard strike allowing you to deal normal non element damage and is the main way to build **SP**

**Bottom Middle - Gem Attack:** This is a special gem that gives you a **one-time** boost when fully charged to ANY attack. It charges up during a fight when using any SP consuming abilities and gives a significant bonus to any skill used with it.



# Combat Flow and UI



**SP Usage** - In this turn based battle system combat is dictated by the Turn Order on the top right corner and **SP generation**. You will have a generous 30 turns to complete a fight with a base 30 SP generated by all units every turn to be used for the Various Skills chosen to fill the panels.



When in Battle you will notice the menu button at the top left Which is used to forfeit/continue the battle, see mission objectives, and toggle persistent auto battle reruns.

Following that is the battle speed button, Auto Battle Toggle (Off, On, and On with Skill use when highlighted).

Lastly you have Turn Order bar and turn counter at the top right.

At any point during the battle you can **long press** either your **units** or the **enemy** to see stats, elemental/status resistances, passives and skills.



## < Battle Menu

Toggle persistent Auto Batter (you can even set how many runs!), Continue, and Forfeit buttons.

## Enemy/Unit Status View >

View ally/enemy stats, status, abilities, passives, and resistances.



# Getting familiar with the UI

## Top of Screen From Left to Right

**Title Medal** - This is where you can showcase medals you have earned by completing Various challenges in the Game. Cosmetic only.

**Gems** - Used for pulling units. The gacha currency. Important to note that this currency has the typical split between paid and free gems but for some reason the game UI still doesn't do a great job distinguishing the two (since paid currency can be used on non paid specific banners i guess).

**Zenny** - Money earned and used in the various shops in the game for raw materials, leveling characters and more

**Neko Points** - Bonus points earned when pulling units on banners that can be used in a special bonus shop to get some very nice and valuable monsters, materials, decorations and more!

**Account Level/Stamina** - Account Level is what determines your maximum stamina and is raised by simply playing the game. Stamina recharges at a rate of 1 per every 3 minutes until maxed and then it overcharges at 1 per hour.



## Right Side of Screen from Top To Bottom

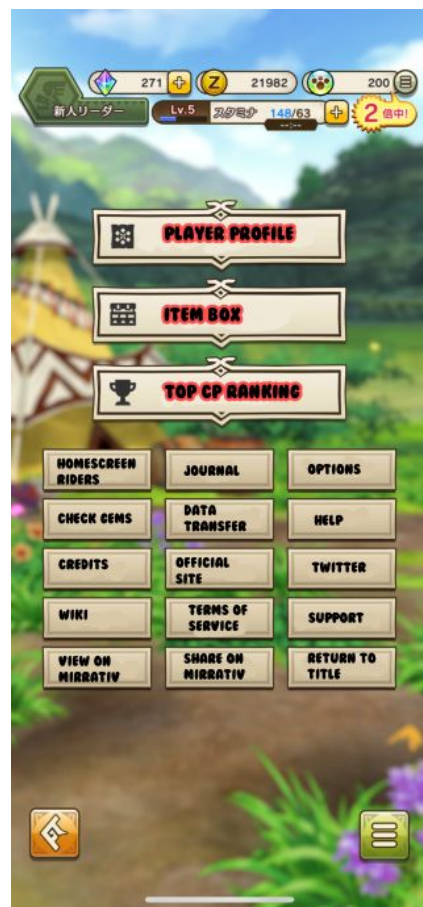
**Daily Scroll Missions** - Bonus Missions added in Version 2.0. These dailies are different from achievement dailies and are catered to mid level players for accumulating Dragon Disaster XP(for elder dragon challenges), Expedition Tickets, and 5 star Monster Orbs.

**Settings Menu >** - This is a very important button translated for your convenience!

**In Game News** - Exclamation Point bubble is where all upcoming news, patch notes and events will be announced. There will be a red exclamation notice anytime something is added here.

**Gifts Distribution** - Anytime the game distributes free gifts or you snag extra bonuses on banner pulls they can be collected here. Will also show a notification if anything is sitting in this area.

**Achievement Rewards** - This is where all the rewards for in game achievements are collected. This includes Dailies, Weeklies, events, and permanent achievements. Will have a notification icon when objectives are cleared. This area is super important to get familiar with as many achievements have a time limit (mainly current events, dailies and weeklies). Be sure to check all tabs and don't be afraid to ask for translations in #questions-and-advice in the MHR English Discord Server!



# Main Menu

The Bulk of your menu manipulation will occur here so let's deep dive right now as it is core to moment to moment gameplay and preparation!

## Team Composition (Rider/Monster Icon)

This is where you set up your parties! You can have up to 10 preset teams and move between them by swiping left to right.



<Party Screen - Here you can add riders to a team, set skills, apply decorations and charms, and select a monster for each rider.

## Unit List

View all the riders you have collected. You can see stats, skills, and passives by long pressing!



## Monster Selection Screen >

Area to assign, hatch, or store Monsters as well as see their Stat modifiers and resistances



## Meat Icon and the Upgrade Menus



This is where you will have access to team growth and progression.

< **Rider Management**

< **Decoration Management**

< **Rider Affinity/Gifting**

< **Monster Affinity(Left) and  
Monster Transfer(Right)**

< **Expeditions**

### Rider Management

This is where you can view and level up your riders. Core to your progression in the game riders come in three Rarities.

**3 Star** - Denoted a bronze background this is the most basic form that a rider can take. Ignored in most gacha's but thankfully 3 star riders in this game have multiple purposes. Obviously they are useful for starting the game allowing you to cheaply clear content while you build resources to pull better and higher rarity options. The secondary is is that leveling them up contributes to the Village Charm level (which will cover later) that is integral to progression as charms add massive boosts to base stats of riders. Leveling all your riders at all levels is key to fast progression and maxing out 3 star riders is one of the cheapest and easiest ways to do so!

**4 Star** - Denoted by a Blue background 4 Star riders are typically a straight upgrade in all respects. They get extra abilities, passives, and are generally quite useful even well into endgame depending on the circumstances. You will be using them quite often and are typically some of the easiest riders to max out thanks to generous event and achievement rewards. Do not discount them! They can outpace many 5 stars depending on how recent they are and how far you can level them above a competing 5 star option.

**5 Star** - You guessed it! These have a golden background and are the current highest rarity attainable. These units are usually the best of the best with superior stats, abilities, and passives. Not all 5 stars are great though! This is probably the most diverse pool of units in usefulness and utility which is important to keep track of as 5 stars are what you are going to chase with the gems you collect and are the most important units to research from an investment standpoint especially if you are a Free To Play!



## Leveling Riders and Monsters



### Level 1-50

The most basic progression. By simply collecting enough **blue ore** and **zenny** you can quickly bring your riders up to level 50 which is the first threshold on the path to max level (70). From this point forward you will need special materials to progress a unit further.

### Level 50-60

To level a unit past the level 50 you will need special character orbs as denoted in this screen shot. The generic face icon represents universal orbs that can be used on ANY unit. These also have their own rarity and can only be used to raise units of the same rarity. The second is unit specific face orbs that can only be used on the matching unit. You can swap to the limit break view and leveling view with the tabs highlighted at the bottom of these screens.



### Level 60-70

To make the final push to max level you need one extra resource on top of rider orbs. Rider Medals. These are all universal and are only separated by rarity meaning that if you want to max a 3 star rider you 70 you will need **bronze orbs** and **bronze medals**. The process is identical for all rarities.

**What about Monsters?** Thankfully the process is identical for monsters except instead of **Blue Ore** you need **Meat!** In place of rider medals and orbs you have Monster Medals and Orbs.

### How are these materials acquired?

Orbs and Medals come from a large variety of sources and activities in the game. Achievements, event stores, mission rewards, expeditions, exchange shops, neko points shops. Basically many things that will be covered further in this guide!



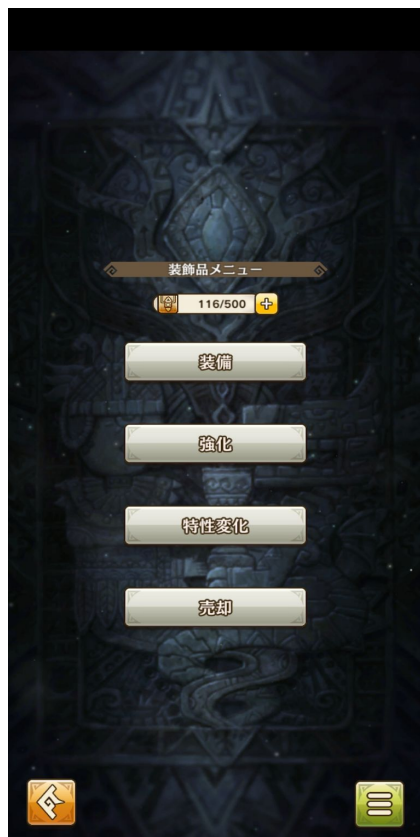


## Decoration Management

While more a consideration for advanced players it is hard not to stress just how important decorations are to progression. They come in 4 rarities (2 star thru 5 star) and only provide simple stat boosts until you start to acquire 5 star decorations. To keep things relatively simple (since this barrage of menus and topic appears quite complex) 5 star decorations are the ONLY thing that really matters. They are so far above other rarities that there is little to no sense wasting resources leveling lower rarity decorations outside of certain methods below.

### Decoration Menu

- < **Decoration Amount/Max**
- < **Equipped Decorations** - Manage Rider Decorations
- < **Decoration Level Up** - Increase Decoration level
- < **5 Star Decoration Bonus** - Use special material to enhance 5 star Decos
- < **Sell Decorations**



### Equipping Decorations

<Can be done selecting a rider on the Equipped Decorations menu which will take you to this screen. The top pane will show the total stat points gained with current decorations.

Decorations come in 4 Varieties that modify the 4 Core stat categories in this game! **Attack**, **Defense**, **Wisdom** and **Speed**.

< **Open Slots for Attack Decorations** for example. Every rider has 15 slots total for slotting decorations but are locked to using 3 of each type until the final row where you can put any combination of decorations you like.

As you can see slotting and upgrading decorations can provide absolutely massive boosts to Rider power but requires careful investment. You will also notice that slots are locked when a rider is lower level. To take full advantage of all your decoration slots you will need to push key riders to level 70 to unlock their full potential with Decorations!



## Leveling Decorations

There are 2 methods for leveling up Decorations

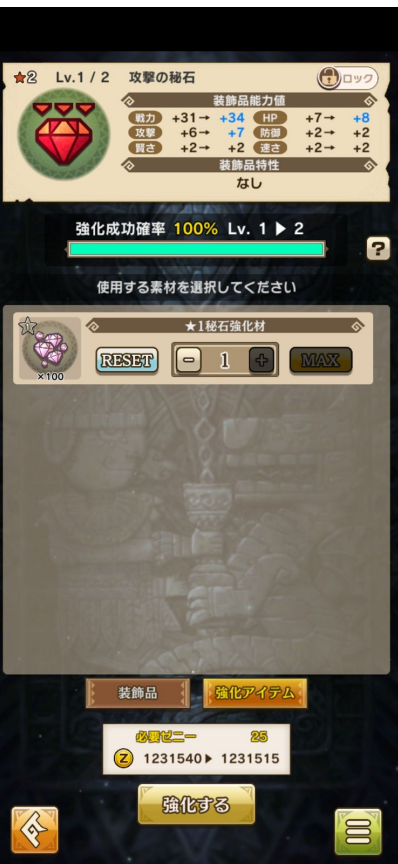


**Method 1** - Combining with other decorations. This method is recommended for using up low end rarity decorations (2 Star and 3 Star) by combining the extra ones you acquire for guaranteed easy level ups. Though early on it's best to use 2-3 star decorations as fodder to boost 4 star decorations as they provide the best boosts early on until you begin accumulating the coveted 5 Star decorations!



**Method 2** - Using Mini Feystones. Let's just get this out of the way right now....

Mini Feystones are like GOLD. They should only EVER be used to level 5 star decorations. PERIOD. NO EXCEPTIONS. Don't let me catch you burning these on anything else!



### Why only use Mini Feystones on 5 Star decorations?

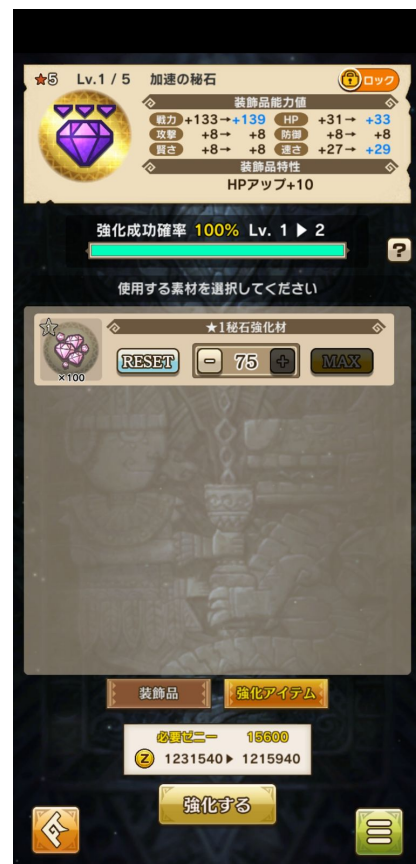
Glad you asked. It is the only method of guaranteeing that you level them up and is also the cheapest way but it requires a LOT of feystones. Small price to pay to power up the most powerful rider boosting item in the game!

### Where do I get 5 star Decorations?

Definitely an endgame pursuit as these are achievement and mission rewards that require decently built teams to farm. However there are several easier sources to get you started!

- Collectathon event store purchase
- Neko Shop Monthly Refresh (500 points)
- Monthly Arena Farming

After that the challenges to acquire more per month get harder but THIS is the chase heading toward the endgame and a key component in boosting combat power!



## 5 Star Decoration Bonuses and how to Reroll them

Wow! 5 Star decorations sound pretty amazing huh! BUT WAIT! There's More!

These guys also come packed with an extra bonus! If it is an **Attack** or **Speed** Decoration it comes baked in with max **HP+10** and if it is a **Defense** or **Wisdom** Decoration it comes with initial **SP +1**!

Using the special potion with the gold background seen in screens 2 and 3 you can roll a chance to increase this bonus! The odds are low but if you get an upgrade you can keep it and this system has roll protection as well. So say you have SP+2 but want to roll for a +3 or +4 and instead roll a +1. Well you are then given the option to keep your current bonus or change it offering protection from bad luck and allowing linear increases toward the max bonus!

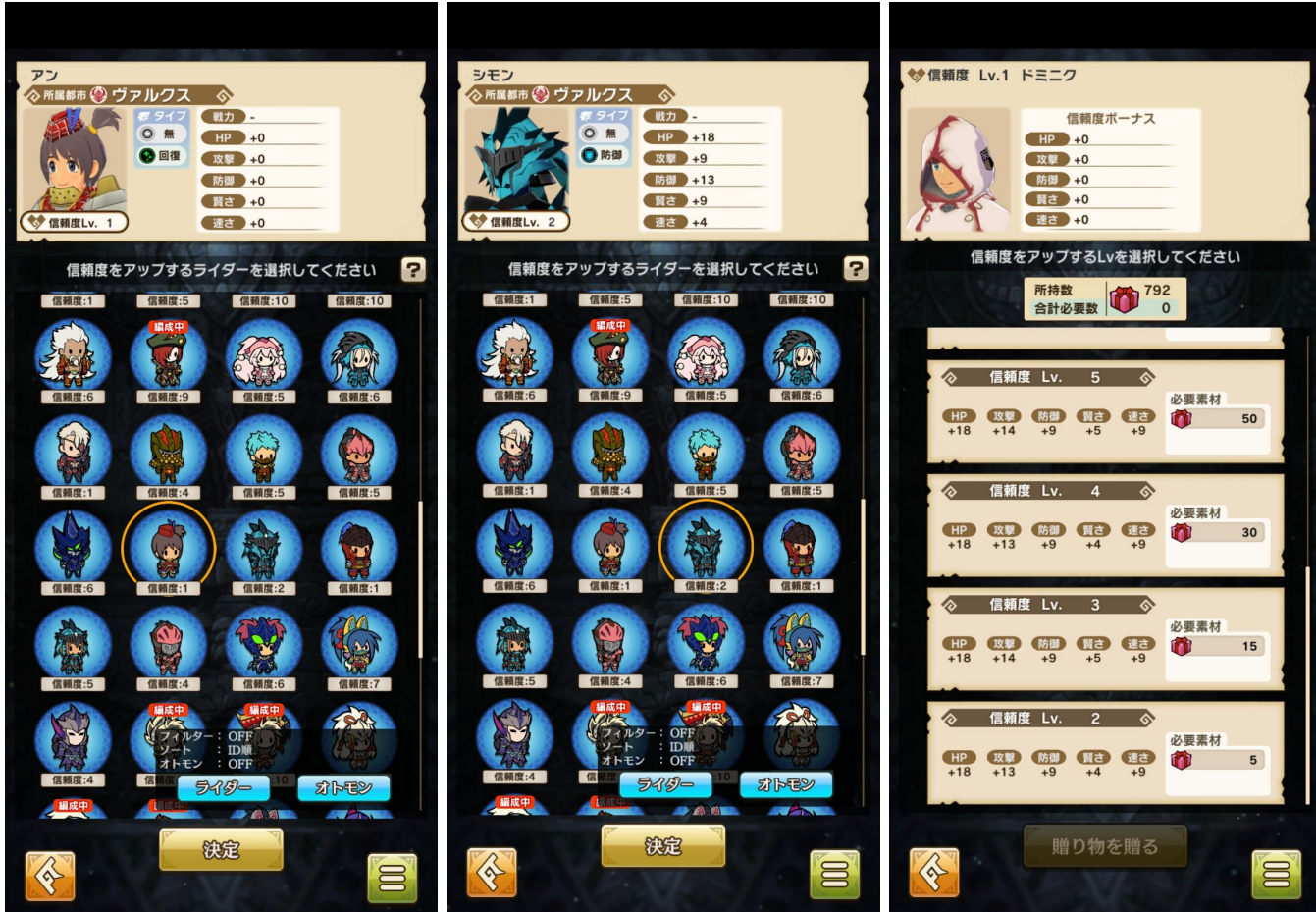


Where do I acquire these fancy potions?

Much like anything else they come from various sources from event stores, mission rewards, farming stages, you name it!

## Rider Affinity/Gifting

In this menu you have a list of all the riders you have collected but they are no longer separated by rarity. In MHR certain aspects are shared amongst all rarities of a single rider. What is nice about this is that if you are using a rider in its 3 or 4 star form, and get lucky and snag its 5 star, a lot of the investments you made into the character carry over! This is where affinity comes in! Affinity is a FLAT stat boost to all rarities of a single unit with 10 levels up upgrades available! You increase the rider affinity level with Gifts! Another currency that you will collect in various ways from various sources throughout the course of the game!



Another fun aspect of affinity is that your rider will say different things to you on the Homescreen (if you set them there) depending on this level or you can view this dialogue in the unit viewer.... If you speak/read the language that is!

## Monster Affinity and Monster Transfer

### What is Monster Affinity?

Similar to rider affinity, monster affinity is essentially a secondary stat growth path available to monsters. However Monsters act as stat modifiers instead of flat stat boosts. You can see this when pairing a monster with the rider in the menu. Monsters modify stats by a percentage and raising a monster's affinity increases this bonus up to a massive 40% to all stats at max level!



### How do I raise Monster Affinity?

Simple! Just use monsters in battle and monsters used will gain XP towards affinity level!

### How do I break affinity level caps?

So when starting out the maximum affinity attainable will be capped at Level 10. To raise the cap you will need to level multiple monsters to the current cap. This process repeats every 10 levels until you unlock the max level attainable at 50.

### What is the best way to raise affinity?

Starting out the main story missions will be the main source of good XP and that return doubles whenever half stamina events are running! Be sure to take advantage of half stamina events to max out your monsters!

### Affinity Level 30 Bonus!

Early on it should be a goal to unlock and attain affinity level 30 so that you can transfer those monsters between units for Free!



## What is **Monster Transfer**?

Exactly as it sounds! Allows you to move monsters between units! This is not free in the beginning though! This will require Monster Transfer tickets at least until you start hitting affinity level 30 on more and more of your monsters. It's a temporary hang up but one you will need to be mindful of when hatching eggs on your units!



The **Monster Transfer** screen is the same layout as the Rider Affinity screen. Why? Well much like Rider affinity monsters are paired PER Rider. Meaning once you set up a Rider with a Monster that monster is shared among all rarities of that unit! This means if you snag a unit's 5 star upgrade not only do you keep the affinity investment but also have access to all paired monsters as well!

### < Transfer Ticket Count

< **Sort Menu** - Super useful!  
Here you are able to sort units by paired monster! This makes it really easy to manage your monsters as you will be

transferring them constantly over the course of playing the game!



**Pro Tip** - This tiny button on the left will clear the sorting. Make sure you know to do this otherwise your unit list will be stuck on the filter! >

## Expeditions



### What are Expeditions?

Here you can send Riders/Monsters out on side missions to collect a multitude of valuable materials. This is basically like similar expedition systems in other games and gachas that allow you to continuously make targeted progress on resource grinding over time.

### The Rewards

Expeditions reward **Meat**, **Ore**, **Zenny**, **Stamina Potions**, **Resource Tickets**, and **Orbs**!

### Can I still use my Riders/Monsters in Quests?

Yes! The only restrictions to keep in mind are that any unit or monster that is only expedition cannot be transferred until the expedition is cleared or cancelled.



### How do I unlock Expeditions?

Expeditions are unlocked by progressing through the main story and it is highly recommended you do so to unlock as many of the nodes as you can so you can start getting these bonus materials. Expeditions are key to fast progression early on as **resource tickets** and **stamina potions** become invaluable to speeding up the leveling of various units!

### Expedition Tickets>

These can be used to quick complete expeditions! Great for fast farming a key resource (mainly rider orbs or stamina) that you may need more of in a pinch! These can be acquired from event shops, daily scroll missions and more!



## Shopping Cart Icon

Here you will find all of the various shops this game offers

### From Top To Bottom



**Gem Shop** - Where Paid gems can be purchased. Not a place for F2P players to frequent but if you are looking to become a dolphin or whale this is where it goes down.

**Bundle Shop** - Similar to the gem shop but is focused on bundling gems with other valuable materials as well. Here you will find more variety and promotional deals from the developers.

**Monthly Shop** - This shop refreshes every month and serves as a place to spend **Zenny** for a wide variety of semi-valuable material. The costs are very high though so it's not recommended to buy anything early on outside of the daily free orbs. When you are rolling in some sweet cash you can buy charm XP here every month.

**Event and Banner Shops** - This is where all event shops are for cashing in event currencies as well as where you can spend banner orbs as part of this game's Pity system to acquire units. Very important area you will be visiting constantly.

**Neko Shop** - Where you can spend Neko points earned from pulling on banners.

**Exchange Shop** - Convert excess Rider and Monster Orbs to purchase a variety of valuable goods! Super important place especially when deep into the game. Eventually when you start maxing out Riders and Monsters the excess orbs will prove invaluable to getting on demand resources including universal orbs, stamina potions, or even some extra Gacha tickets!



## Banner Icon

Here is where the Gacha action begins. You will typically find multiple banners here to pull on and they rotate in and out like any other gacha game outside of the Permanent banner.



### Festival Banner

Not always available but are typically short run (1 week or so) and contain coveted "Festival" units or more simply units that only come as 5 star rarity. These typically are the best units in the game and can be very tough to pull.

### Event/Collectathon Banner

There is usually always one of these running and changes monthly with new content. Event Units are typically decent and offer bonus rewards in whatever event is available.

### <Permanent Banner and Tickets

The last set of banners are always available and are typically updated with new units every few months or so. This is where you will be able to use your daily free pull as well as cash in free gacha tickets you have acquired



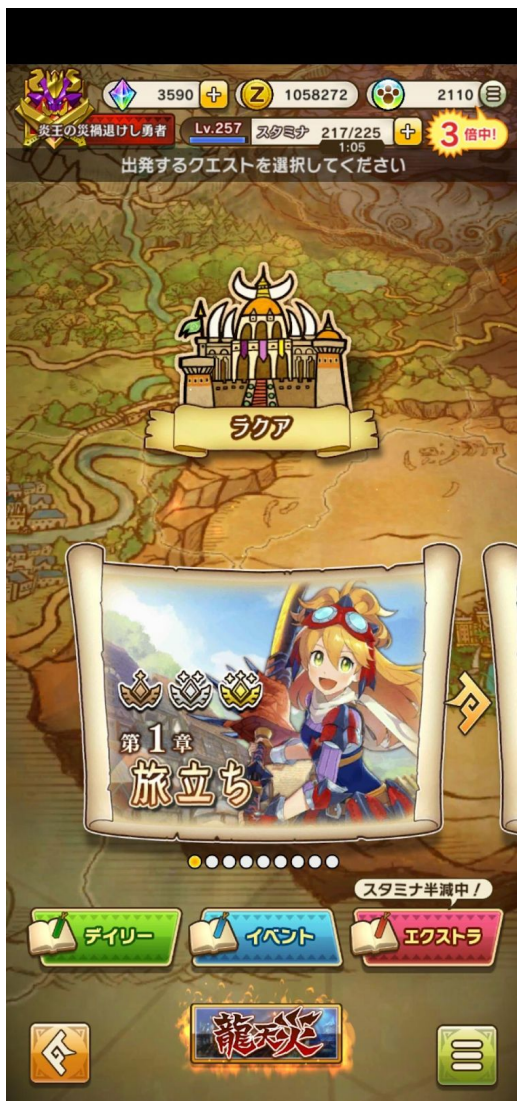
## Step Up and Pity System

This game thankfully provides ways to guarantee you get SOMETHING when pulling and often discounts initial pulls so that you can get to valuable steps cheaper. It is highly recommended that you take advantage of this strategically especially if you are F2P as gems can quickly become a scarce resource. If you are a hoarder then you can guarantee a unit with the pity system.

To Pity a 5 Star unit will typically require 200 pulls (or 20 multis) and the total cost of this can vary anywhere from 18-20 thousand Gems. Be sure to check out banner reviews so see if pulling is a good idea and research units, set goals, and you will find that this game's gacha and content clearing can be managed accordingly!



# Game Content Menu



Here is where you will begin your adventure and where you access all the content in the game!

**Main Story Chapters** - The Giant scrolls house the main campaign. This is the first priority and vital to earning more gems, completing achievements, unlocking expeditions and more! There are 3 difficulties to clear so there is plenty to do!

**Material Farming Nodes** - The green button houses a selection of missions that refresh daily allowing you to earn more **Blue Ore**, **Meat**, **Zenny**, and **Charm XP**. These are crucial to complete as a daily routine and can be farmed even further with extra tickets earned in expeditions or login rewards!

**Event Tab** - In the Blue tab you will find all current event missions running in the game. This includes the **Collectathon**, the Current **Monster Trial**, the **Monster Invasion Missions**, and the **Monster Egg Acquisition Missions**!

**Side Mission Tab** - Here you will find multiple side missions of varying types. First is the daily rotating farming stages where you can burn stamina to collect rare and hard to get materials! Next you will find the weekly orb missions ever Friday Thru Sunday. Do not miss this as it awards large amounts of gems and orbs every week! Lastly is the Character Side stories that you can visit and complete at your leisure but don't neglect this area as early on you can net yourself lots of gems, gifts and even a handful of free riders!



## General Progression and Mechanics

So you started the game, beat some story missions, pulled and leveled some units and have gotten familiar with the UI. Now what?

Well you may have noticed when selecting missions that they have a 2 Numbers Displayed



### Recommended Combat Power

This is a useful number that will dictate how tough a given mission is projected to be! On the right you can see the combined combat power of a given team. It is important to remember that combat power only considers stats when being calculated and is not a hard requirement for entering a fight! You can totally win battles that your team is rated lower than with superior composition and strategy. The combat rating is simply there to give you ample warning about what you are about to walk into!

### How do I raise my Combat Power?

Everything that we have covered so far! Leveling your riders, Raising Rider/Monster Affinity, Applying and Leveling Decorations, and leveling your Charms all contribute to your Combat Power!



### Understanding Stats and What they do From Top to Bottom

**Combat Power** - The individual combat rating for a Unit

**Hit Points** - Base Max Health of a Unit. Very important for obvious reasons.

**Attack** - Affects attack power for all attacks and is one of the most important Stats.

**Defense** - Affects incoming damage. Useful but a lower priority than Attack.

**Wisdom** - Currently only affects healers for

outgoing healing abilities as well as incoming healing as far as we know.

**Speed** - Affects turn order. Very very valuable and likely the stat you will manipulate often!

## Monster modifiers and Elemental Resistance



It is important to remember that not only do paired monsters modify your stats but also that they are what determine your elemental resistances! Each monster has a different set which is why it is important not to get overly hung up on who gets what monster. You will be changing them around A LOT depending on the demands of the content you want to tackle. This is also why it's a core goal for new players to break monster affinity caps and level monster affinity to 30 to allow not only for those huge stat boosts but the ability to move monsters freely. This will give you more strategic versatility and options for beating tougher content!

## Hitting Elemental Weaknesses and Status Effects

Knowing how to best use your various abilities and tools at your disposal will be key to victory when you finally hit the most challenging content. Before any fight it's a good idea to check the enemy tab where you can see your targets various resistances and weaknesses



## Status Effects Descriptions



**Poison** - Deal a percentage of damage over 3 turns of the target's max health.



**Bleed** - Removes buffs from target and make it unable to buff for 3 turns.



**Paralysis** - Target is unable to act for 3 turns.



**Flash** - Target has greatly reduced hit rate on all attacks.



**Water Blight** - Target speed reduced and is more susceptible to critical attacks.



**Fire Blight** - Also known as Burn this status deals damage over time and greatly reduces target's attack power for 3 turns.



**Blast Blight** - Target will detonate after 3 turns after application for massive damage based on targets max HP.



**Sleep** - Target is put to sleep and is unable to act for 3 turns. Has a chance to awaken any time it is struck with an attack while asleep.



**Ice Blight** - Reduces Target Speed and applies a reduction to target Defense Stat.



**Knockdown** - Target is knocked down and unable to act for one turn. Unable to be resisted but proc rate on attacks that apply this are really low.

Status effects and Element are very powerful in this game so it's highly recommended you take full advantage of an enemy's weaknesses in battle! Do note that only **ONE** status can be applied at any given time and any others that proc will **overwrite** the previous status!

### Advanced Tech - Status Cycling

You can actually abuse the single status restriction in your favor and completely lock down a vulnerable opponent with Sleep and Paralysis by overwriting the previous status before it times out!

## The Power of Buffs and Debuffs

To be successful in this game and be able to pursue end game content it's important to be familiar with the various buffs and debuffs available in Rider and Monster kits and utilize them to their fullest!



**Attack Up** - Raises Attack power for 3 turns. Can be stacked up to Two times. The most powerful buff in the game by a large margin.



**Defense Up** - Raises Defense for 3 Turns. Can be stacked up to Two Times. Gives a moderate reduction to incoming damage but its effects don't feel as powerful as other buffs.



**Wisdom Up** - Raises Wisdom for 3 turns. Can be stacked up to Two Times. Great for healers but its effects aren't as dramatic as other buffs at lower stat thresholds.



**Speed Up** - Raises Speed for 3 Turns. Can be stacked up to Two Times. Useful when needed but not at the expense of other options. Typically best used by support units on off turns.



**Attack Down** - Lowers Attack for 3 Turns. Can be stacked up to Two Times. Very Powerful Debuff that can greatly reduce incoming damage a target can put out!



**Defense Down** - Reduces Defense for 3 Turns. Can be stacked up to Two Times. While not as powerful for increasing damage done to a target as Attack up if you combine this on a target as well as having attack up on yourself you can deal massive outgoing damage.



**Wisdom Down** - Lowers Wisdom for 3 Turns. Can be stacked up to Two Times. Probably the least useful debuff of them all. There are very few enemies that resort to healing and the few that do can be dealt with in more effective ways.



**Speed Down** - Lowers Speed for 3 Turns. Can be stacked up to Two Times. Just average and hard to justify using on the player side. A nice bonus if it's paired with a useful attacking skill or debuff as many higher end skills do.



**Regeneration** - Regenerate HP every turn for 3 Turns. A relatively new buff that is starting to show up more often with healers. Very useful for sustainability when combined with regular healing abilities!



**Damage Reduction** - Reduce incoming damage by a flat percentage for 2 turns. The amount is variable based on the User. Typical ranges include 30% reduction all the way to 80%. Useful but hard to use. Could be very important against Elder Dragons with predictable Nova attacks.



**Protection** - Unit is protected by another unit. Exclusive to defensive tank units with cover skills. Extremely powerful and useful effect that allows protection units to absorb all incoming damage and even prevent status, dispels, and AoE damage from reaching the protected target!!

## Rider Charms

In the many story campaign of Monster Hunter Riders each character hails from one of 6 major cities spread across its world. The symbols on the charm selection menu represent these Cities. The charm system is quite simple. Level up your riders to raise the charm level which can be equipped on any character for sizable stat boosts!



If you **Long Press** any of the Charm symbols you will be taken to the screen on the right. Here you can see the riders in your possession that contribute to raising that City's charm level. One level equals One Charm XP per unit. That carries across ALL RARITIES meaning you have a large incentive to push every single unit in your roster to maximum level!

Each of the 6 Cities has a focus on a different stat and allows you to do hot swap stat manipulation before every battle!



### What do the little colored bags do?

These can be either bought, earned, or farmed in various ways. They simply provide +1 XP to the matching Charm! Be sure to pick these up as every XP counts!



As you can see the charms give extremely powerful stat boosts so it will be a persistent goal over the course of the game to level as many riders on your roster as possible and collect as many XP bags as you can!

## Starting goals and Recommendations

Well this guide is getting pretty long in the tooth for a beginner's guide so let's talk about some short term goals and how to reach them!



### **Step 1 - Clear Story as far as you can**

Probably the easiest and most logical starting point. You can get pretty far in with the starting characters you are given as well as earn plenty of gems and other materials. Many of the mission objectives early on will be easy stuff like “No Death” or “Use Elemental weakness” but if you are having a hard time with the language barrier then either use a cool translating tool like Screen Translate or hit up the Discord!



### **Step 2 - Snag Key Monsters**

Right out of the gate it's a very good idea to get monsters from the **Monster Egg Acquisition Missions**. They are free and easy to acquire monsters that will give you a lot of options and great elemental coverage. Key ones to consider here are Zinogre, Rathian, Gypceros, Nargacuga, Yian Garuga and even a 5 star Rathalos! You can farm as many 3 star eggs here as you need but it's best not to split resources too hard early on as they start out scarce.



### **Step 3 - Snag free riders and level up various units with good element coverage and roles.**

Outside of your initial pulls there are actually several free and useful units you can snag from the **Rider Side Story Missions**! They are only 3 Star rarity but most of them come with key abilities that will absolutely make your life easier and help get coverage skills to clear certain pieces of content!



## Step 4 - Build Up Teams to Tackle Monster Invasions and Collectathon Events



**Monster Invasions** - These challenging missions provide a multitude of free monster eggs at higher rarity and will be a key goal for acquiring valuable 5 star monsters! These quests aren't pushovers but they are permanent additions meaning you can complete them at your leisure!



**Monster Trials** - These are not permanent but usually stick around for a few months. Much like Invasions these are challenging missions that award 4 star and 5 star monster eggs as well as materials to spend in its corresponding event shop! This is a core part of the game (equivalent to hunting a monster in the main game over and over to get materials for weapons and armor).



**Collectathon Events** - Critical event content that rotates persistently. Provides free 4 star riders and 4 and 5 star monster eggs and much much more! This mid game goal should be very high on your priority list. Farming event currency in these events provides huge amounts of valuable material and the achievement missions tied to these events shower you with goodies. You can typically max out event riders through this as well as score valuable tickets for free pulls for even more riders!

## Closing Comments and Key Resources

Well that should be enough to get you started on your MHR Adventure! For further help and pushing into the end game I recommend these key resources!

**MHR English Discord**      <https://discord.com/invite/ndQTP5R>

Can't recommend this community enough! You can find huge write-ups from yours truly for News, Banner reviews, and Unit/Monster Reviews. You can also find various Guides and Translations.

Be sure to hit up Questions and Advice channel for help with just about anything from the community!

**MHR English Database**      <http://mhr-db.com/characters>

Maintained and updated by the talented @Brewslee in the MHR Discord this site has proven invaluable for looking up and researching all the units and monsters in the game and is being improved consistently with more information!

**Kamigame Guide Website**      <https://kamigame.jp/mh-r/index.html>

The premier Japanese resource site that we all use. Updated quickly with all the latest information and is usually quite easy to read through google translate in your browser.

**Monster Hunter Riders Official Twitter and Web site**

[https://twitter.com/MH\\_Riders](https://twitter.com/MH_Riders)

<https://mobile.capcom.com/mh-r/>

If you want to be in tune with the latest official news and content this is where you go! Thankfully twitter has a translate option and the website has cool information, videos, and other goodies!

**I hope this guide proves useful and I look forward to seeing new faces join the MHR Community!**

