

Monster Hunter Freedom 2 Training School FAQ

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/           Monster Hunter Freedom 2: Training School FAQ           /
/                                                                 /
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1 Training School Basics	[TSBS]
/-----/	

Hello and welcome to the Training School. MHF2's unique feature of giving you the basics of this game on one hand and the hardest quests on the other. This FAQ tries to give you the tools to defeat both parts without being defeated.

All training quests have a set equipment and a set environment in which the

gathering spots sometimes yield unexpected results. Items gathered or gained within the quests are lost when you end the quest, you will get rewards and nothing else.

Why bother then, you may ask. Well, you can unlock some nice things and, more obvious, you'll get training for free. You don't need to pay to the quests so they are, well, failproof.

Within this FAQ are the pure statistical data like equipment given or rewards or point values and, courtesy to Azrael and some others (see credits), tactics for defeating the monsters in the shortest time possible.

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/-----/
2 Beginner Training          [BETR]
/-----/
```

You are presented with several options upon entering the Beginner Training. Nothing in this section is required for the game to unlock anything or enable some other. It's just for training and giving hints for the basics of MHF2. You can't even collect items, everything is crapped when you exit the quest. You'll get 150z and some rewards like potions and stuff like this though.

Listen to the trainer and take a look in the blue item box. There are some helpful items in there too.

I'll keep it short here.

```
/-----/
2.1 Basic Practics          [BAPR]
/-----/
```

Within the Basic Practics you can enter one of seven quests.

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/-----/
2.1.1 Basics - Deliver 2 pcs Raw Meat    [BAS1]
/-----/
```

Kill some Popo's , carve them for Raw Meat and present it to the red box.

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/-----/
2.1.2 BBQ - Deliver one well-done Steak  [BAS2]
/-----/
```

Again, get some Raw Meat and cook it with the spit. Once the music stops, wait for another half round of turning and then press X. Red Box and exit.

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/-----/
2.1.3 Gathering - Deliver 2 Honeys       [BAS3]
/-----/
```

There's a honey gathering spot in area #4. Get it and deliver.

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/-----/
2.1.4 Combining - Deliver 1 Potion       [BAS4]
/-----/
```

Combine a Blue Mushroom and a Herb for a potion. Take a look at the resource maps here on gameFAQs for resource spots in the Snowy Mountains.

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/-----/
```

2.1.5 Fishing - Deliver 1 Sushifish [BAS5]

/-----/

Ah, fishing, the idiot's task in this game. Get crickets or worms (in the box) and fish in area #1 until you get a Sushifish.

/-----/

2.1.6 Transport - Deliver 1 Carnivore Egg [BAS6]

/-----/

The egg can be found in area #3. Grab it and waggle your way home. You need to go through area #3 on the upper ledge and then drop some in area #2. Don't drop the egg.

/-----/

2.1.7 Hunting - Hunt the Giadrome [BAS7]

/-----/

Well, just do it. It isn't too difficult. Listen to the instructor.

/-----/

2.2 Weapon Usage [WEUS]

/-----/

Here you can hunt 5 Giaprey with each of the available weapon lines in this game, but only with basic editions. Within this 11 quests you may be able to choose your most favourite weapon and get on with this in the main game, but then, maybe not.

/-----/

2.3 Arrange Items [ARIT]

/-----/

You can move items from your backpack to the item box to make room for quest rewards.

/-----/

2.4 Hunter Info [BINF]

/-----/

Well, the most useless info in this game is presented here.

/-----/

2.5 Finish Training [BEXT]

/-----/

I have no clue what this option is for, whenever I choose it the Beginner Training ends. Strange.

/-----/

3 Solo Training [SOLO]

/-----/

Once you have unlocked the several (15 total) main quests within the Solo Training, you can enter them here. There are 10 Battle Training quests which take place in the Great Arena and five Special Training quests which take place in several real game areas. By completing these quests you can unlock some of the most valuable items in this game. In fact it is the only possibility to get Barrage Piercing and Sword Saint Piercing.

You will get predefined equipment in these quests which makes the results more comparable. Therefore your best times and scores will be put in your guild card for everybody to see and gawk at.

Some of the equipment is only available in the Training School like the Kirin Piercing and other piercings. You cannot get them in the regular game, so stop crying already. I have marked them in the equipment lists.

You will get coins, tickets and sometimes Steel Eggs, Small Goldenfish and Expand Pickaxes as rewards in this quests. Especially the Expand Pickaxes are worth it, with the coins and tickets you are able to make some subpar weapons and Black Belt armor parts. Some of the Black Belt armor parts have Torso Inc as their skill so they are not totally worthless.

If you break a breakable part of a monster you will receive an additional coin for each broken part except for tails. Each cut tail yields a Mega Potion as its carve for use in the quest or 16 training points.

Your quest performance will be taxed in training points which are then translated into Pokke points. So try to make it good and bathe in Pokke points. You can get more points if you finish the quest faster, gather more sellable items or keep you sellable items instead of using them. And try to use a weapon with a high point multiplier to get even more points.

/-----/
3.1 Battle Training [BATL]
/-----/

A total of ten quests with five weapons each is available here, making it grand total of 50 possible (and required) quests. To unlock each of the ten main quests you need to slay the given monster in the normal game before. You can't enter Daimyo Training without having killed a Daimyo before.

Points table for collectables in the Great Arena

For what	Points worth	Conditions
Small Barrel Bomb	16	Gather in the north east corner (3x)
Megapotion	16	Gather in the south gathering spot (3x) (also from cut tails)

You can also gather one Prtbl Shock Trap (northern gate) and one Sply Large Bombs (south east corner), but they don't give points since they are account items and can't be sold.

/-----/
3.1.1 Yian Kut-Ku [BYKK]
/-----/

Unlock: Encounter Yian Kut-Ku in the village quest.
Timeframe: 20 minutes

Points table:

For what	Points worth	Conditions
Quest Clear	1000 pts	Clear the quest
Monster kill bonus	1000 pts	Kill Yian Kut-Ku
Time Bonus	1500 pts	Finish under 3:00

	750 pts	Finish under 5:00	
	300 pts	Finish under 10:00	

Power Seed	140 pts	Carve (3x)	
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Rewards:

- Kut-Ku Coin
- Blackbelt Ticket
- Small Goldenfish
- 1000z

3.1.1.1 Sword and Shield [YKK1]

Point multiplier: 95%

Equipment, skills and items:

Weapon	Poison Battleaxe		
Head	nothing		
Torso	nothing		
Gauntlets	Leather Vambraces		
Waist	Hermitaur Tasset		
Legs	Green Pants		

Skills given	Throwing Skill up		
--------------	-------------------	--	--

Whetstone	8 pts	3	
Potion	7 pts	3	
Ration	0 pts	2	
Boomerang	15 pts	1	
Lg Barrel-Bomb	52 pts	1	
Sonic Bomb	45 pts	1	

3.1.1.2 Greatsword [YKK2]

Point multiplier: 100%

Equipment, skills and items:

Weapon	Silver Serpentblade		
Head	Red Piercing		
Torso	nothing		
Gauntlets	nothing		
Waist	nothing		
Legs	Ioprey Feet		

Skills given	Fire Res +5		
--------------	-------------	--	--

Whetstone	8 pts	2	
Potion	7 pts	3	
Ration	0 pts	2	
Sonic Bomb	45 pts	1	

3.1.1.3 Hammer [YKK3]

/-----/
Point multiplier: 95%

Equipment, skills and items:

Weapon	Spiked Hammer		
Head	nothing		
Torso	nothing		
Gauntlets	nothing		
Waist	Light Belt		
Legs	Hermitaur Greaves		

| Skills given | Defense +20 | | |

Whetstone	8 pts	2	
Potion	7 pts	3	
Power Juice	29 pts	1	

/-----/
3.1.1.4 Lance [YKK4]

/-----/
Point multiplier: 100%

Equipment, skills and items:

Weapon	Spiked Spear		
Head	nothing		
Torso	Chain Mail		
Gauntlets	nothing		
Waist	nothing		
Legs	Blue Pants		

| Skills given | Health +10 | | |

Whetstone	8 pts	2	
Potion	7 pts	4	
Ration	0 pts	2	
Sonic Bomb	45 pts	1	

/-----/
3.1.1.5 Light Bowgun [YKK5]

/-----/
Point multiplier: 90%

Equipment, skills and items:

Weapon	Sandfall		
Head	nothing		
Torso	nothing		
Gauntlets	Battle Guards		
Waist	Kut-Ku Coat		
Legs	Kut-Ku Leggings		

| Skills given | Attack Up (Small) | | |

Potion	7 pts	3	
Ration	0 pts	2	
Normal S Lvl	0 pts	-	

Normal S Lv2	1 pts	15
Pierce S Lv1	1 pts	30
Crag S Lv1	4 pts	5

/-----/
3.1.2 Congalala [BCON]
/-----/

Unlock: Encounter Congalala in the village quest
Timeframe: 20 minutes

Points table:

For what	Points	Conditions
	worth	
Quest Clear	1500 pts	Clear the quest
Monster kill bonus	1800 pts	Kill Congalala
Time Bonus	2250 pts	Finish under 3:00
	1125 pts	Finish under 5:00
	450 pts	Finish under 10:00
Giant Bone	150 pts	Carve (3x)

Rewards:

- Congalala Coin
- Blackbelt Ticket
- Small Goldenfish
- 1000z

/-----/
3.1.2.1 Dual Swords [CON1]
/-----/

Point multiplier: 95%

Equipment, skills and items:

Weapon	Velociprey Claws	
Head	nothing	
Torso	nothing	
Gauntlets	nothing	
Waist	Rathalos Tasset	
Legs	Kut-Ku Greaves D	
Skills given	Attack Up (Small)	
Whetstone	8 pts	5
Potion	7 pts	3
Power Juice	29 pts	1
Paralyze Thr Knf	0 pts	5
Deodorant	9 pts	2

/-----/
3.1.2.2 Long Sword [CON2]
/-----/

Point multiplier: 100%

Equipment, skills and items:

Weapon	Black Katana Mk II		
Head	nothing		
Torso	nothing		
Gauntlets	Conga Vambraces		
Waist	Conga Tasset		
Legs	Conga Greaves		

Skills given	Antiseptic		
--------------	------------	--	--

Whetstone	8 pts	3	
Potion	7 pts	3	
Ration	0 pts	2	
Sply Pitfall Trp	0 pts	1	

/-----/

3.1.2.3 Hunting Horn [CON3]

/-----/

Point multiplier: 110%

Equipment, skills and items:

Weapon	War Drum		
Head	nothing		
Torso	Ioprey Mail		
Gauntlets	Hunter's Vambraces		
Waist	Ioprey Tasset		
Legs	Ioprey Greaves		

Skills given	Health +20		
--------------	------------	--	--

Whetstone	8 pts	3	
Potion	7 pts	5	
Ration	0 pts	2	
Sply Lg Brrl Bmb	0 pts	1	
Sleeping Thr Knf	0 pts	5	
Deodorant	9 pts	2	

/-----/

3.1.2.4 Gunlance [CON4]

/-----/

Point multiplier: 105%

Equipment, skills and items:

Weapon	Steel Gunlance		
Head	Protection Piercing		
Torso	Steel Mail		
Gauntlets	nothing		
Waist	Rathian Tasset		
Legs	Dark Metal Boots		

Skills given	Auto-Guard		
--------------	------------	--	--

Whetstone	8 pts	3	
Potion	7 pts	4	
Ration	0 pts	2	

Shock Trap	160 pts	1
Deodorant	9 pts	2

/-----/
3.1.2.5 Bow [CON5]
/-----/

Point multiplier: 100%

Equipment, skills and items:

Weapon	Hunter's Bow IV	
Head	Piercing of Pursuit	*
Torso	Leather Armor	
Gauntlets	Hi-Metal Guards	
Waist	Hi-Metal Coat	
Legs	Blue Pants	

Skills given	Combine Success 20%	
--------------	---------------------	--

Empty Bottle	1 pts	15
Potion	7 pts	4
Ration	0 pts	2
Nitroshroom	6 pts	15
Deodorant	9 pts	2
Power Coating	3 pts	20
Trap Tool	20 pts	1
Genprey Fang	35 pts	1

* training school only

/-----/
3.1.3 Khezu [BKEZ]
/-----/

Unlock: Encounter Khezu in the village quest.
Timeframe: 30 minutes

Points table:

For what	Points worth	Conditions
Quest Clear	2000 pts	Clear the quest
Monster kill bonus	2000 pts	Kill Khezu
Time Bonus	3000 pts	Finish under 5:00
	1500 pts	Finish under 10:00
	600 pts	Finish under 15:00
Suiko Jewel	50 pts	Carve (3x)

Rewards:

- Khezu Coin
- Blackbelt Ticket
- Small Goldenfish
- 2000z

/-----/
3.1.3.1 Sword and Shield [KEZ1]

/-----/
Point multiplier: 85%

Equipment, skills and items:

Weapon	Djinn		
Head	Yellow Piercing		
Torso	Genprey Body		
Gauntlets	nothing		
Waist	nothing		
Legs	Genprey Feet		

Skills given	Thunder Res +5		

Whetstone	8 pts	3	
Potion	7 pts	5	
Ration	0 pts	3	
Lg Barrel-Bomb	52 pts	2	

/-----/
3.1.3.2 Great Sword [KEZ2]

/-----/
Point multiplier: 120%

Equipment, skills and items:

Weapon	Halberd		
Head	nothing		
Torso	Hermitaur Mail		
Gauntlets	Hermitaur Braces		
Waist	Hermitaur Tasset		
Legs	Hermitaur Greaves		

Skills given	Defense +20		
	Thunder Res -5		

Whetstone	8 pts	7	
Potion	7 pts	5	
Ration	0 pts	3	
Sply Pitfall Trp	0 pts	1	

/-----/
3.1.3.3 Hunting Horn [KEZ3]

/-----/
Point multiplier: 110%

Equipment, skills and items:

Weapon	Basarios Rock		
Head	nothing		
Torso	Kut-Ku Mail D		
Gauntlets	nothing		
Waist	Kut-Ku Tasset D		
Legs	Kut-Ku Greaves D		

Skills given	Reckless Abandon+1		

Whetstone	8 pts	3	

Potion	7 pts	5
Ration	0 pts	3
Sply Lg Brrl Bmb	0 pts	1
Demondrug	67 pts	1

/-----/
3.1.3.4 Gunlance [KEZ4]
/-----/

Point multiplier: 95%

Equipment, skills and items:

Weapon	Special Ops Gunlance	
Head	Blast Piercing	*
Torso	Vespoid Mail	
Gauntlets	Genprey Vambraces	
Waist	Vespoid Tasset	
Legs	Genprey Greaves	

Skills given	Paralysis Negated	
	Gunnery King	
	Bomber	

Whetstone	8 pts	3
Potion	7 pts	4
Ration	0 pts	3

* training school only

/-----/
3.1.3.5 Heavy Bowgun [KEZ5]
/-----/

Point multiplier: 95%

Equipment, skills and items:

Weapon	Bastionmage	
Head	nothing	
Torso	Battle Vest	
Gauntlets	Battle Guards	
Waist	Battle Coat	
Legs	Battle Leggings	

Skills given	Reloading Speed +1	
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Normal S Lv1	0 pts	-
Normal S Lv2	1 pts	80
Flaming S	3 pts	30
Clust S Lv1	4 pts	3
Clust S Lv2	6 pts	3
Potion	7 pts	3
Ration	0 pts	3

/-----/
3.1.4 Daimyo Hermitaur [BDAI]
/-----/

Unlock: Encounter Daimyo Hermitaur in the village quest.
Timeframe: 30 minutes

For what	Points worth	Conditions
Quest Clear	2500 pts	Clear the quest
Monster kill bonus	1800 pts	Kill Daimyo
Time Bonus	3750 pts	Finish under 5:00
	1875 pts	Finish under 10:00
	750 pts	Finish under 15:00
Suiko Jewel	50 pts	Carve (3x)

Rewards:

- Daimyo Coin
- Blackbelt Ticket
- Steel Egg
- 2000z

/-----/
 3.1.4.1 Dual Swords [DAI1]
 /-----/

Point multiplier: 100%

Equipment, skills and items:

Weapon	Insector +		
Head	nothing		
Torso	Plesioth Mail		
Gauntlets	nothing		
Waist	Iron Belt		
Legs	Plesioth Greaves		
Skills given	Runner		
Whetstone	8 pts	2	
Potion	7 pts	5	
Ration	0 pts	3	
Sonic Bomb	45 pts	2	

/-----/
 3.1.4.2 Longsword [DAI2]
 /-----/

Point multiplier: 90%

Equipment, skills and items:

Weapon	Eager Cleaver		
Head	Blue Piercing		
Torso	Velociprey Body		
Gauntlets	Velociprey Gloves		
Waist	nothing		
Legs	Velociprey Feet		
Skills given	Water Res +5		
Whetstone	8 pts	3	

Potion	7 pts	5
Ration	0 pts	3
Sonic Bomb	45 pts	1

/-----/
3.1.4.3 Hunting Horn [DAI3]
/-----/

Point multiplier: 95%

Equipment, skills and items:

Weapon	War Drum	
Head	nothing	
Torso	Rathalos Mail	
Gauntlets	Battle Vambraces	
Waist	Giaprey Tasset	
Legs	Genprey Greaves	

Skills given	Attack Up (Medium)	
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Whetstone	8 pts	3
Potion	7 pts	5
Ration	0 pts	3
Sonic Bomb	45 pts	1

/-----/
3.1.4.4 Lance [DAI4]
/-----/

Point multiplier: 105%

Equipment, skills and items:

Weapon	Paladin Lance	
Head	nothing	
Torso	Giaprey Mail	
Gauntlets	Battle Vambraces	
Waist	Giaprey Tasset	
Legs	Giaprey Greaves	

Skills given	Guard +1	
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Whetstone	8 pts	3
Potion	7 pts	5
Ration	0 pts	3
Shock Trap	160 pts	1

/-----/
3.1.4.5 Bow [DAI5]
/-----/

Point multiplier: 100%

Equipment, skills and items:

Weapon	Hunter's Power Bow I	
Head	Yellow Piercing	
Torso	Hunter's Vest	
Gauntlets	nothing	

Waist	Iron Belt		
Legs	Gypceros Leggings		

Skills given	Runner		

Power Coating	3 pts	40	
Mega Potion	16 pts	3	
Ration	0 pts	3	
Sonic Bomb	45 pts	1	

/-----/
3.1.5 Blangonga [BBLA]
/-----/

Unlock: Encounter Blangonga in the village quest
Timeframe: 30 minutes

For what	Points	Conditions	
	worth		
Quest Clear	3000 pts	Clear the quest	
Monster kill bonus	2300 pts	Kill Blangonga	

Time Bonus	4500 pts	Finish under 5:00	
	2250 pts	Finish under 10:00	
	900 pts	Finish under 15:00	

Mega Demondrug	283 pts	Carve (3x)	

Rewards:

- Blangonga Coin
- Blackbelt Ticket
- Steel Egg
- 2000z

/-----/
3.1.5.1 Sword and Shield [BLA1]
/-----/

Point multiplier: 90%

Equipment, skills and items:

Weapon	Deathprize		
Head	White Piercing		
Torso	Giaprey Body		
Gauntlets	Giaprey Gloves		
Waist	nothing		
Legs	Giaprey Feet		

Skills given	Ice Res +5		

Whetstone	8 pts	3	
Potion	7 pts	5	
Ration	0 pts	3	
Lg Barrel-Bomb	52 pts	3	
Sm Barrel-Bomb	16 pts	3	
Thawing Agent	10 pts	2	

/-----/
3.1.5.2 Longsword [BLA2]
/-----/

Point multiplier: 95%

Equipment, skills and items:

Weapon	Wyvern Blade "Fall"		
Head	White Piercing		
Torso	Hunter's Mail		
Gauntlets	Tigrex Vambraces		
Waist	Hunter's Tasset		
Legs	Mosswine Feet		
Skills given	no skill		
Whetstone	8 pts	3	
Potion	7 pts	7	
Ration	0 pts	3	
Thawing Agent	10 pts	2	

/-----/
3.1.5.3 Hammer [BLA3]
/-----/

Point multiplier: 105%

Equipment, skills and items:

Weapon	Dragonhead Hammer		
Head	nothing		
Torso	Giaprey Mail		
Gauntlets	Giaprey Vambraces		
Waist	Giaprey Tasset		
Legs	Giaprey Greaves		
Skills given	Snow Resistance		
Whetstone	8 pts	3	
Potion	7 pts	5	
Ration	0 pts	3	

/-----/
3.1.5.4 Lance [BLA4]
/-----/

Point multiplier: 115%

Equipment, skills and items:

Weapon	Crimson Lance		
Head	Velociprey Helm		
Torso	Velociprey Mail		
Gauntlets	Velociprey Braces		
Waist	Ceanataur Tasset		
Legs	Ceanataur Greaves		
Skills given	Sharpening Skl Inc		

Whetstone	8 pts	7
Mega Potion	16 pts	4
Ration	0 pts	3
Shock Trap	160 pts	1
Sply Lg Brrl Bmb	0 pts	1
Thawing Agent	10 pts	2

/-----/
3.1.5.5 Heavy Bowgun [BLA5]
/-----/

Point multiplier: 100%

Equipment, skills and items:

Weapon	Uranos Grenade	
Head	Conga Cap	
Torso	Conga Vest	
Gauntlets	Conga Guards	
Waist	Hunter's Coat	
Legs	Hunter's Leggings	

Skills given	NormalS/RapidBow Up	
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Normal S Lv1	0 pts	-
Normal S Lv2	1 pts	30
Flaming S	3 pts	30
Clust S Lv2	6 pts	3
Mega Potion	16 pts	3
Ration	0 pts	3
Thawing Agent	10 pts	2

/-----/
3.1.6 Yian Garuga [BYGG]
/-----/

Unlock: Encounter Yian Garuga in the village quest
Timeframe: 40 minutes

For what	Points	Conditions	
	worth		
Quest Clear	3500 pts	Clear the quest	
Monster kill bonus	2000 pts	Kill Yian Garuga	
Time Bonus	5250 pts	Finish under 10:00	
	2625 pts	Finish under 20:00	
	1050 pts	Finish under 30:00	
Lifepowder	315 pts	Carve (3x)	

Rewards:

- Yian Garuga Coin
- Blackbelt Ticket
- Steel Egg
- 2000z

/-----/

3.1.7 Tigrex

[BTIG]

/-----/

Unlock: Encounter Tigrex in the village quest

Timeframe: 40 minutes

For what	Points	Conditions
	worth	
Quest Clear	4000 pts	Clear the quest
Monster kill bonus	2500 pts	Kill Tigrex
Time Bonus	6000 pts	Finish under 10:00
	3000 pts	Finish under 20:00
	1200 pts	Finish under 30:00
Lg Monster Bone	440 pts	Carve (3x)

Rewards:

- Tigrex Coin
- Blackbelt Ticket
- Steel Egg
- 2000z

/-----/

3.1.8 Diablos

[BDIA]

/-----/

Unlock: Encounter Diablos in the village quest

Timeframe: 40 minutes

For what	Points	Conditions
	worth	
Quest Clear	4500 pts	Clear the quest
Monster kill bonus	3000 pts	Kill Diablos
Time Bonus	6750 pts	Finish under 10:00
	3375 pts	Finish under 20:00
	1350 pts	Finish under 30:00
Lg Monster Bone	440 pts	Carve (3x)

Rewards:

- Diablos Coin
- Expert Ticket
- Expand Pickaxe
- 3000z

/-----/

3.1.9 Gravios

[BGRV]

/-----/

Unlock: Encounter Gravios in the village quest

Timeframe: 40 minutes

For what	Points	Conditions
	worth	

Quest Clear	5000 pts	Clear the quest
Monster kill bonus	3000 pts	Kill Gravios
Time Bonus	7500 pts	Finish under 10:00
	3750 pts	Finish under 20:00
	1500 pts	Finish under 30:00
Dragonite Ore	480 pts	Carve (3x)

Rewards:

- Gravios Coin
- Expert Ticket
- Expand Pickaxe
- 3000z

-----/
3.1.10 Kirin [BKIR]
-----/

Unlock: Encounter Kirin in the village quest "Fleeting Shadow"
Timeframe: 40 minutes

For what	Points worth	Conditions
Quest Clear	5500 pts	Clear the quest
Monster kill bonus	3200 pts	Kill Kirin
Time Bonus	8250 pts	Finish under 10:00
	4125 pts	Finish under 20:00
	1650 pts	Finish under 30:00
Lightcrystal	1150 pts	Carve (2x)

Rewards:

- Kirin Coin
- Expert Ticket
- Expand Pickaxe
- 3000z

-----/
3.2 Special Training [SPEC]
-----/

The special training quests are unlocked once you have defeated one monster of the given type AND completed the corresponding Battle Training level. For example Plesioth Special Training is the two star quest, you need to complete Khezu and Daimyo (both two star battle trainings) to unlock it.

Within the special trainings game areas all gathering spots are present as if they were normal quests, but they yield very different items. I have listed all items special to the training below, use the resource maps on gameFAQs to look up the gathering spots if you have problems finding something.

-----/
3.2.1 Cephadrome [SCEP]
-----/

Unlock: Kill a Cephadrome and complete Yian Kut-Ku and Congalala Solo training with all weapons

Timeframe: 40 minutes

Area: Desert

For what	Points worth	Conditions
Quest Clear	2000 pts	Clear the quest
Monster kill bonus	1600 pts	Kill Cephadrome
Time Bonus	3000 pts	Finish under 10:00
	1500 pts	Finish under 20:00
	600 pts	Finish under 30:00
Med Monster Bone	??? pts	Carve (3x)

Rewards:

- Cephadrome Coin
- Blackbelt Ticket
- Small Goldenfish
- 2000z

Field Resources

Area #	Item	Points	Comment
#1	Raw Meat	??? pts	Carve (Apceros)
	S Iron Pickaxe	??? pts	
	NW Large Barrel	??? pts	
	Bitterbug	??? pts	Bugspot
	Cool Drink	??? pts	Bugspot
#2	Sushifish	??? pts	Carve (Cephalos)
	S Map	0 pts	
	SW Mini Whetstone	0 pts	
	NE Potion	??? pts	
	W Paintball	??? pts	
#3	Paralyze Thr Knf	0 pts	Carve (Genprey)
	Psychoserum	??? pts	Carve (Vespoind)
	Large Barrel Bomb	??? pts	Mining Spot
	NW Bugnet	??? pts	
	MID Paintball	??? pts	
	N Worm/Frog	??? pts	
#4	Paralyze Thr Knf	0 pts	Carve (Genprey)
	Power Juice	??? pts	Mining Spot
	Spplly Flash Bmb	0 pts	Mining Spot
	Lg Barrel-Bomb	0 pts	Mining Spot
	SE Mega Potion	16 pts	
#5	Paralyze Thr Knf	0 pts	Carve (Genprey)
	S Gunpowder	??? pts	
	NW Bugnet	??? pts	
	N Portable Spit	0 pts	
	SE Psychoserum	??? pts	

#6	Sm Barrel Bomb	16 pts	Carve (Ceanataur)	
	Frog	??? pts	Bugspot	
	Sm Barrel Bomb	16 pts	Mining Spot	
	S Farcaster	??? pts		
	W Book of Combos 2	??? pts		

#7	Sushifish	??? pts	Carve (Cephalos)	
	Sonic Bomb	??? pts	Bugspot	
	MID Mini Whetstone	??? pts		
	S Hot Pepper	??? pts		
	W Cool Drink	??? pts		

#8	Sply Max Potion	0 pts	Bug Spot	
	N Demondrug	??? pts		
	W Ration	0 pts		
	N Book of Combos 1	??? pts		

#9	Gourmet Fish	??? pts	Drop (MelynX)	
	NE Potion	??? pts		
	SW Power Coating	??? pts		
	W Antidote	??? pts		

#10	Sm Barrel Bomb	16 pts	Carve (Ceanataur)	
	SE Mega Potion	16 pts		
	NW Sonic Bomb	?? pts		
	Prtbl Shock Trap	0 pts	Mining Spot	

/-----/
3.2.1.1 Duals [CEP1]
/-----/
Point multiplier: 105%

Equipment, skills and items:

Weapon	Twin Dagger+		
Head	Red Piercing		
Torso	nothing		
Gauntlets	nothing		
Waist	nothing		
Legs	Diablo Greaves		

Skills given	Reckless Abandon+1		
--------------	--------------------	--	--

Whetstone	8 pts	2	
Potion	7 pts	3	
Power Juice	?? pts	1	
Cool Drink	?? pts	1	
Sm Barrrel-Bomb	16 pts	3	
Paintball	?? pts	1	

/-----/
3.2.1.2 Long Sword [CEP2]
/-----/
Point multiplier: 95%

Equipment, skills and items:

Weapon	Bone Katana "Wolf"		
--------	--------------------	--	--

Head	Hunter's Helm		
Torso	Hunter's Mail		
Gauntlets	Velociprey Braces		
Waist	Hunter's Tasset		
Legs	Dark Metal Boots		

Skills given	Autotracker		
--------------	-------------	--	--

Whetstone	8 pts	2	
Potion	7 pts	3	
Ration	0 pts	2	
Sonic Bomb	?? pts	2	

/-----/
3.2.2 Plesioth [SPLS]
/-----/

Unlock: Kill a Plesioth and complete Khezu and Daimyo Hermitaur Solo training with all weapons

Timeframe: 40 minutes

Area: Jungle

For what	Points	Conditions	
	worth		
Quest Clear	3000 pts	Clear the quest	
Monster kill bonus	2500 pts	Kill Plesiozh	
Time Bonus	4500 pts	Finish under 10:00	
	2250 pts	Finish under 20:00	
	900 pts	Finish under 30:00	
Piscine Fang	??? pts	Carve (3x)	

Rewards:

- Plesioth Coin
- Blackbelt Ticket
- Steel Egg
- 2000z

/-----/
3.2.3 Shogun Ceanataur [SCEN]
/-----/

Unlock: Kill a Shogun Ceanataur and complete Blangonga and Yian Garuga Solo training with all weapons

Timeframe: 40 minutes

Area: Swamp

For what	Points	Conditions	
	worth		
Quest Clear	4000 pts	Clear the quest	
Monster kill bonus	3000 pts	Kill Shogun Ceanataur	
Time Bonus	6000 pts	Finish under 10:00	
	3000 pts	Finish under 20:00	
	1200 pts	Finish under 30:00	

| Akito Jewel | ??? pts | Carve (3x) |

Rewards:

- Shogun Coin
- Blackbelt Ticket
- Steel Egg
- ?????z

/-----/
3.2.4 Rathalos [SRAT]
/-----/

Unlock: Kill a Rathalos and complete Tigrex and Diablos Solo training
with all weapons
Timeframe: 50 minutes
Area: Forest and Hills

For what	Points worth	Conditions
Quest Clear	5000 pts	Clear the quest
Monster kill bonus	3000 pts	Kill Rathalos
Time Bonus	7500 pts	Finish under 15:00
	3750 pts	Finish under 30:00
	1500 pts	Finish under 45:00
Rathalos Scale	??? pts	Carve (3x)

Rewards:

- Fire Coin
- Expert Ticket
- Steel Egg
- ?????z

/-----/
3.2.5 Rajang [SRAJ]
/-----/

Unlock: Kill a Rajang and complete Gravios and Kirin Solo training
with all weapons
Timeframe: 50 minutes
Area: Snowy Mountains

For what	Points worth	Conditions
Quest Clear	6000 pts	Clear the quest
Monster kill bonus	4000 pts	Kill Rajang
Time Bonus	9000 pts	Finish under 15:00
	4500 pts	Finish under 30:00
	1800 pts	Finish under 45:00
Steel Egg	1000 pts	Carve (3x)

Rewards:

- Rajang Coin
- Expert Ticket
- Expand Pickaxe
- ???z

```

/-----/
5 Group Training                [GROU]
/-----/

```

Group Training can be done solo or with up to four players. To enter the group training you need the wlan switch to be in the on position even if you are going to play solo.

The monsters here have either more hitpoints or a stronger defense value since they will take some time to defeat. Expect difficulty to be at guild level.

Like the special training the quests take place in game areas with different resources and you are rewarded with training points upon completion and sometimes strange rewards.

```

/-----/
5.1 Yian Kut Ku                [GYKK]
/-----/

```

Unlock: Unlocked right away
Timeframe: 10 minutes
Area: Great Arena

```

/-----/
5.2 Cephadrome                [GCEP]
/-----/

```

Unlock: Complete 'The Land Shark' (Guild 3 star) and kill five Cephadromes
Timeframe: 30 minutes
Area: Desert

```

/-----/
5.3 Rathian                   [GRAT]
/-----/

```

Unlock: Complete 'The Queens Descent' (Guild 5 star) and kill ten Rathians
Timeframe: 40 minutes
Area: Jungle

```

/-----/
6 Unlockables through Training School [UNLO]
/-----/

```

There are three stages of unlockables. You'll get the first batch when you have completed ALL Battle Trainings, meaning 10 quests with each of the five weapons netting 50 quests.

Barrage Piercing: Complete ALL Battle Training
Black Belt Badge: same as above

The next stage requires you to complete ALL special training. Since you can only complete special training when you have unlocked it and you can only unlock the training by completeing Battle Training, you need to, well, do 75 quests for SSP.

Sword Saint Piercing: Complete ALL Special Training
Expert Badge: same as above

The last stage is a bit different. You have to complete all Battle, all Special and one of each Group Training, but with the same weapon line, for example Duals/SnS.

HR6 Black Fatalis (rounds): Complete ALL Battle Training, ALL Special Training and the three Group Trainings with the one weapon line
Legend Badge: same as above

/-----/
7 Training Tactics by Azrael [TRTA]
/-----/

This section is currently about fastest times. If you're having trouble with a particular training battle, this may not be the section for you. If, however, you enjoy a challenge and want to beat your, or your friends times, this is the place to be.

/-----/
7.1 Background [TTBG]
/-----/

It all started when Fresh added the hi-scores for training to <http://reign-of-the-rathalos.com>. At first I was amazed and doubtful at some of the scores, as I was trying to work my way through each quests. Then I came back determined to beat my records, when I realised something. Most training sessions have a kind of 'shortcut', where you're given very specific items, weapons and skills that can slash times considerably. Once you get into it, it seems a little obvious, and I'll admit that although refined in places, other people will have created similar battleplans to these, as there's not much scope for error.

These times have been tried and tested, and I'll give my current scores (not the best there is, but often close) afterwards. Hope you enjoy the time-attacks as much as I did.

I believe that each battle training can be completed in under 2 minutes, weapon choice permitting.

/-----/
7.2 Garuga (Hammer) [TTGA]
/-----/

Run in, and almost immediately lay a trap. If you're lucky, he'll run towards you and do a side-bite, and then either fireball, or do the "thinking" animation twice in a row (without screaming).

If he gets in the trap now, you've screwed it up - you need to save it for later, so re-position yourself away from it.

Basically, once the trap is down, the aim is to triple pound his head as many times as possible in as short a time as possible. Doing this correctly will result in you knocking him out before, or just as he enters rage mode.

The best times to triple pound him are;

Just after a fireball - if it's a triple fireball, approach from your left, his right.

(if you're close enough) during the "thinking stance" (if you're too far away, not all the hits will catch him, and he could scream before you can stagger him/knock him out - it's a risk you wouldn't normally take)

if he's not in rage, you can run in after a backflip and get a triple in.

as he's turning after falling down, it's possible to catch the last blow of the triple if you're careful and avoid bouncing off his tail.

Ok, when you've knocked him out for the first time, move to his head, and keep triple pounding him. You should get 2 combos in before he gets up.

When he gets up, he will move about 15-20 degrees to his right and shake his head. Then he will rage, and do the jumping animation. Now this is tricky, but you should be able to time it so that you can catch some of a triple pound on him in this time. If he does a fireball or the "thinking stance" afterwards then cram another combo in. No you need to position yourself opposite the trap you laid earlier and draw him into it. Now triple pound him for all you're worth. The trap alone won't hold him long enough to knock him out, but provided you've fit in enough hits, the combos you lay down while he's trapped will knock him out for a second time. Roll to his head again, and triple pound him for all you're worth. If he's not dead now, he's very close. Just go hell for leather until he's dead.

```
/-----/
7.3 Tigrex (Hunting Horn)                [TTTI]
/-----/
```

Run past him to the shock trap and grab it. If you're lucky, you won't get hit (this again depends on luck). Now throw the flash, and lay the trap in front of him. While the flash is in effect, try your best to build up his knock out by triangling him repeatedly. While this may not knock him out, by the time he recovers, you should be able to lead him into the trap and continue the process. Once he's knocked out, reposition yourself and keep going. When he recovers, he should leap back, roar, and become enraged. As soon as the opportunity presents itself (most likely during his roar) use the knives to send him to sleep. Now run and get the other supply bomb and lay them both next to his left foot. If done correctly, you should only have used 3 of the 5 knives, so use another knife to detonate the bombs, but make sure the knife doesn't go through the bombs and hit him (stealing the 3x sleep damage bonus). Now enough damage should have been inflicted on his leg to trip him, and you should have enough time to triangle his head until he dies.

```
/-----/
7.4 Diablos (Hammer)                    [TTDI]
/-----/
```

This is one of the least complicated tactics, but it depends on luck, good timing, and you may have to repeat it several times to get a more desirable time.

Run past him and throw the flash in front of you (won't work if he digs - you may want to restart)
triple pound him with the hammer in the:

- O stomach - easy (0.5 multiplier on impact damage)
- O base of the tail - medium (0.55 multiplier on impact)
- O neck - hard (0.65 multiplier on impact)

Tactics

Constant neck and base-of-the-tail hits should get you finishing just as your weapon loses sharpness. Anyway, when he becomes un-flashed, flash him again ASAP. He usually enters rage mode after a pounding, so this gives you a ~2 second window to re-flash him. You can't extend the flash - you have to wait for the first flash to wear off. The effect lasts 30 seconds, so you could try and time it, but I found this

near-impossible. At some point he'll become stunned, and you should be able to fit in 3 triple pounds (neck ftw). With one stun and 3 flashes you should beat him in about 2 minutes. You'll get a longer time if he:

- O digs immediately (you may want to restart if he does)
- O spins constantly while flashed
- O escapes between flashes
- O avoids a flash.

If by some miracle you get all 3 flashes off without him moving and he just sits there and growls the whole time, you're looking at a sub 2 minute time.

```
/-----/
7.5 Kirin (Sword and Shield)          [TTKI]
/-----/
```

This one is far easier if you've had previous experience fighting Kirins. I finished up MHF playing a lot of TnL (dual G ranked Kirins). Even so, I look like a novice compared to Ronnomaru of the Twilight Hunters, who makes it look easy. Suggest you check out his Kirin training video on Youtube. This one also requires a little background. If you know everything about Kirin, skip ahead. The single most important thing to know about Kirin, is Bowser LK's "Kirin stagger" discovery. Simply put, Boswer found out that when you break Kirins stagger limit (inflict over 200 hp of damage), your angle of attack will affect what happens. If your attack hits him from the front, he will flinch his head a little and carry on; if you attack him in the same direction he's facing when the stagger is breached, he'll fall to the ground and lie there while you attack his most vulnerable spot (his horn). Given a powerful enough weapon, this means you can inflict a huge amount of damage while he's virtually motionless, and then stagger him again quickly. Obviously our weapon is the masters blade, and could do with a bit more power, but the basic principle still stands.

Now, kirins attacks haven't changed too much from MHF. What you really need to know are his 3 main lightning attacks.

- O One strikes continually, directly above and on to him. Get close but don't touch.
- O One strikes in a cone out in front of him. Safe to attack, but I'd just get in position, as one horn hit is worth many "ass-hits".
- O One strikes 360 all around him. Back away, that's high voltage.

Tactics

In Ronnomaru's video he sleeps kirin immediately and finishes the training in about 2:17.

Sleeping him immediately is easy. Sleeping him when raged has a serious risk of:

- 1) missing him when throwing the knives
- 2) Hitting him, but spend too much time dodging and the status running out
- 3) You could wait for the proud stance and get 3 of the knives in, but this could be a long time waiting.
- 4) If you use 5 knives you have to detonate with R+O which means you get pushed away with hit-freeze and can't unleash a combo on him.

So definitely safer sleeping him first. Now this means you fight him in rage. However, check this out;

If you wait behind him as he's doing a lightning attack (carefully, as sometimes the attack is still continuing as he turns and moves - avoid if it's a 360 lightning attack), then move towards him, about a kirin length away, and then press O as he turns towards you (just to point out here, he shouldn't be able

to start any attacks from here that will instantly hit you, like a charge). As long as he's slightly more on your right side you should catch his horn. You'll know because of the brief hit-freeze. If you did, you just did 40 (iirc) damage to him, or 50 if you saw the red flash of affinity. Kirins stagger is 200 damage, so keep track. I didn't calculate head damage, but it's less. After about 8 attacks on average (mixed head/horn hits) he should be ripe for staggering (aka boswers technique of hitting him from behind).

Now, remember we were fighting him in rage mode? Not only are his attacks faster, but he's more likely to stick close to you, meaning more opportunities.

Now I didn't get as much chance as I'd have liked to test this, and I was borrowing my friends pristene PSP which I had to give back the same day I developed all this, and my analogue is far from accurate. However the O thing seemed to work well. I'd recommend trying this method and seeing how you do. I got to about 3:45 I think after a few goes.

The last bit I would add, is that getting that last bomb to hit is hard, but possibly easier in rage mode. It might however be worth saving it until he's ready to stagger, as in Ronno's video. This is possibly more luck than anything else, but even so, it's the only part that doesn't depend on skill.

```
/-----/
8 Credits                               [CRED]
/-----/
```

Copyright section layout and text by Boldrin.
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Blacklotus and Ronnomaru for the basis of the Kirin SnS tactics.
Blacklotus for the technique of sleep bombing Tigrex's leg.
The gameFAQs MHF2 board for general assistance.

Invaluable hints provided by:
Ronnomaru, Boswer_Elkei, Blacklotus

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/-----/
9 History                               [HIST]
/-----/
```

2008/02/26 v0.8 first draft submitted to gameFAQs
2008/03/06 v0.9 amended many sections
added unlockables
2008/05/14 v0.95 point values for time bonus
unlock information verified
amended many sections

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/-----/
10 Contact information                  [INFO]
/-----/
```

In case you need to contact me you can do so using one of the following:
email: selenia@reign-of-the-rathalos.com
boards: SeleniaAngel
RotR: fresh

If I have missed to credit someone please send me an email with your online name or gameFAQs board name and an info about what I have missed.

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/-----/
11 Copyright                           [COPY]
/-----/
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/-----/
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