

## How to use your weapon

- Novice-Friendly weapons
  - Sword & Shield
  - Dual Blades
  - Hammer
  - Greatsword\*
  - Longsword\*
  - Switch Axe\*
- The Training Room
  - Getting used to using the Slinger
  - Wall-Jump Mushrooms
  - Swinging
  - Aerial Attacks
  - Setting up your Item-Wheel
  - Critical Distance [for ranged hunters]
- Bread & Butter Combos
  - Every weapon has one or two
  - Don't tunnel vision on finishing a combo
  - Muscle Memory comes with time
- Attacking when you have an opening
  - Sometimes it's better to just wait
  - Don't get greedy

## Dealing Damage

- Raw -vs- Element
  - Fire, Water, Thunder, Ice, Dragon
  - Separate resistances
- Weak-spots
- Bouncing
  - It still does damage
  - Increase your sharpness or hit a softer area

## Monsters

- Breaking or Severing Parts
- Mounting
- Status
  - How it affects you; how it affects monsters
    - Paralysis
    - Sleep
    - Poison
    - Blast
    - Bleeding
- Varying difficulty
  - Low Rank -vs- High Rank
  - Some monsters will just be more difficult (or easier) than others for certain people

## Armor Skills

- Skills are often more powerful than raw defense
- Upgrading Armor
- Mix and Match
- Set bonuses
- Important *or* Powerful skills for new players
  - Speed Eating
  - Evasion (A crutch skill, but helpful)

## Movement

- Stamina
- Climbing
- Jumping (No fall damage!)
- Dodging/Evading

## Hunting

- Never hunt on an empty stomach
  - Food Buffs
  - Felyne Kitchen Skills
- Where's that Monster?
  - Scoutflies
  - Using the Map
  - Fast Travel
- Sharpness
  - More Sharp = More Damage
  - Cutting through the hard bits
  - The Sharpness Scale
- Traps
  - Shock
  - Pitfall
  - Environmental
  - Elder Dragons cannot be trapped
- Environmental Hazard Examples
  - Beneficial
    - Grimalkynes
    - Snares
  - Neutral
    - Paratoads
    - Hanging Rocks
  - Detrimental
    - Poison Pools
    - Lava
- Success! The Monster is down!
  - Capturing
  - Carving

## Crafting

- Gathering Materials
  - Ore
  - Bugs
  - Bones
  - Monster Parts
  - The Farm
- Important items
  - Potions
  - Stamina Enhancers
  - Ammunition [for ranged hunters]
- Niche Items
  - Traps
  - Bombs
  - Status Cures
  - Damage & Defense Boosts
- Crafting New Weapons
  - Upgrading -vs- Crafting New
  - Creation "breakpoints" (skipping the start)
- Crafting New Armor

## Options

- Camera Settings
- Locking-on
- Sounds
- Optional Controls
  - Changing shoulder buttons
  - Auto-Sheathing