

# Monster Hunter Stories 2



“Rush” Design Document

September 20, 2019

# FIRST OFF...

## A look back at the previous installment, MH Stories:

1. Acquired users new to the MH series (11%)

2. Highly praised

The game was well-received both domestically and abroad

Amazon Japan: 4.2/5 stars Amazon North America: 4.7/5 stars Amazon Europe: 4.7/5 stars

3. Existing MH user acquisition was low

4. Unsuccessful in attracting many RPG players

The graphical style and promotional marketing felt geared too much towards children.

**Aim**

Improve graphics to appeal to a wider audience, while keeping the essence of the previous installment intact.



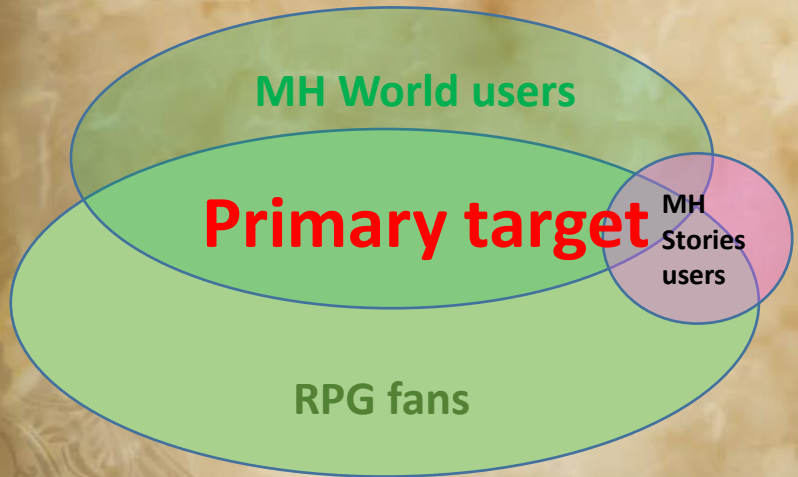
# MARKET

## Target Audience for Monster Hunter Stories

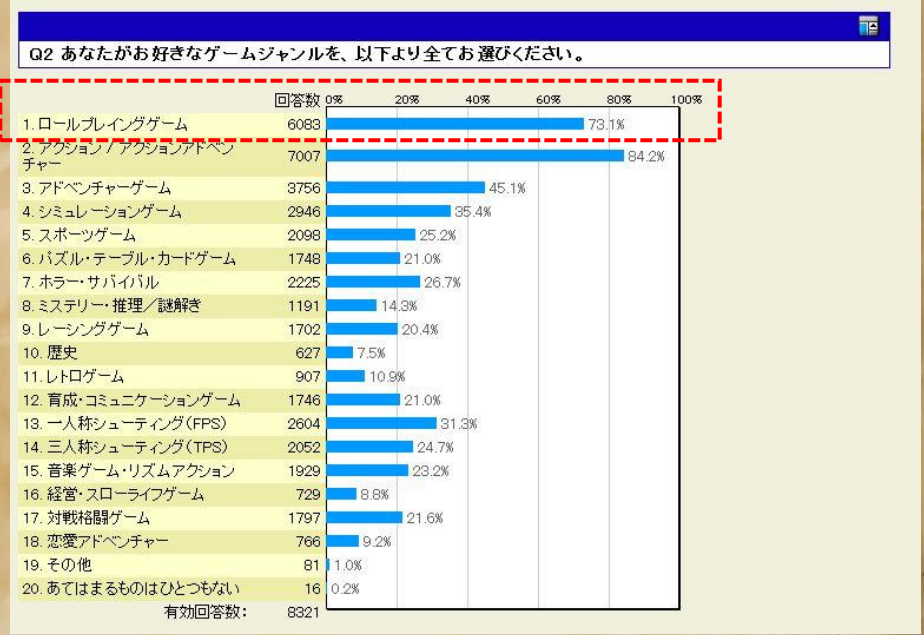
The aim is to target users of all ages while bringing in the younger audience (elementary through high school).

### Primary Target

Core demographic + Stories users (MH & RPG fans)



The RPG genre is the second most played genre by gamers (73%).



Note: The above information came from a MH World survey.

# ROAD MAP TO SUCCESS

**Appeal to MH World users with the  
Monster Hunter branding**



**Bank on the rising popularity of JRPGS**



**Simultaneous global release**

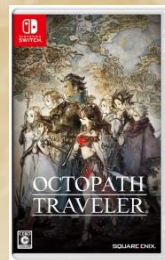


# INTRODUCTION

## JRPG Global Market Today

The JRPG market worldwide is experiencing a boom of sorts thanks to good reviews in the global market, netting the subgenre more sales. The titles below have earned most of their sales overseas instead of the Japanese domestic market.

		Worldwide (including digital)	North America	Europe	Japan	Other	Digital	Notes
<b>Legend of Zelda: Breath of the Wild</b> March 3, 2017	Nintendo Switch	8.8 million	3.8 million	247,000	113,000	57,000	780,000	Digital sales make up 9% of total sales
<b>Xenoblade 2</b> December 1, 2017	Nintendo Switch	1.35 million	400,000	420,000	220,000	70,000	250,000	Digital sales make up 18% of total sales
<b>Octopath Traveler</b> July 13, 2018	Nintendo Switch	860,000	280,000	140,000	200,000	40,000	200,000	Announced 1 million sold on August 2018
<b>Ni No Kuni II: Revenant Kingdom</b> March 23, 2018	Nintendo Switch	970,000	190,000	250,000	110,000	80,000	340,000	Digital sales make up 34% of total sales. Estimate calculated from NPD North American sales data



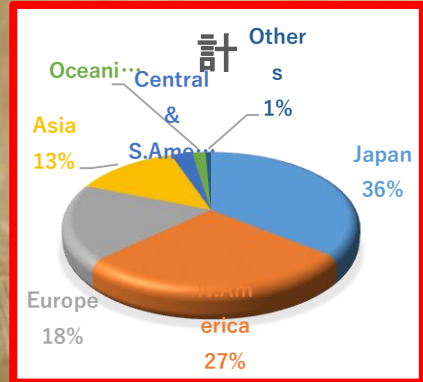
# INTRODUCTION

## MH Stories 2 – Sales Target (Release Date Goal)

We are aiming for double the attach rate compared to sales from the latter half of the 3DS period.

RUSH (NSW) Sales Target			Share	Breakdown		Numbers are in the thousands	
Release date	Region	Cumulative Total		Physical	Digital	Cumulative hardware sales	Attach Rate
2021/1	Japan	469,196	40.8%	328,437	140,759	16,757	2.80%
2021/1	NA	363,496	31.6%	254,447	109,049	25,964	1.40%
2021/1	Europe	181,476	15.8%	127,033	54,443	15,123	1.20%
2021/1	Asia	135,800	11.8%	95,060	40,740	3,500	3.88%
Total		1,149,968		804,978	344,990		

Note: Digital share is currently 15-20% of the current market, but will increase to 30% by the end of 2020.



### Share Reference Data

The graph on the left shows Monster Hunter Stories' (mobile version) share by area.

- Japan: 38%
- North America: 27%
- Europe: 18%
- Asia: 13%



## Graphics that appeal to a wider audience

We've taken the cartoon-ish graphical style that was highly praised in the first installment and improved it so it's more appealing to adults, especially users that played *Monster Hunter: World*.



We aim to move away from the childish feel of the first game, while retaining a look and style familiar to the Stories series.





## Graphical Improvements 1

Doing away with the childish look by redesigning appearance and size



Character designs now have more realistic proportions compared to the previous deformed style.

MHST1

MHST2



# MONSTER HUNTER STORIES 2: KEY AIMS

CONFIDENTIAL

Monsties are larger and more detailed  
Colors have been toned down



MHST1

MHST2



MHST1

MHST2



## Graphical Improvements 2

Enhanced lighting and environments



The increase in on-screen content and a utilization of light filters and effects will make this game feel modern with an expansive scale.



# MONSTER HUNTER STORIES 2: KEY AIMS

CONFIDENTIAL

## Graphics Samples





# MONSTER HUNTER STORIES 2: KEY AIMS

CONFIDENTIAL

## Graphical Improvements: Game Play





## Multiplayer Battles

**Users can now control two characters, as well as 2v2 tag-team matches in versus.**



Co-op battles with NPCs can be played in the single player campaign as well, so users can experience them while still remaining engrossed in the story. In online versus, users can team up with a friend to take on other players!



## Multiplayer Modes (In story mode, users will cooperate with key NPCs they meet in each chapter.)

### 1. Dungeon Exploration & Slaying Quests

- Designed for users that want to casually play with a friend and not worry about the story or competitive battles.
- Users can tackle dungeons with a friend in search for rare items. Multiple nests mean there are plenty of eggs for everyone!
- In the deepest part of each dungeon, a boss monster lies in wait. Slaying it will yield rewards!
- Players can split up and roam around freely, then come back to join each others' battles.

Casual

### 2. Battle Challenges

- A co-op mode similar to Challenge Quests in the mainline MH titles, with a focus on competition.
- Players can obtain high-rank trophies if they're able to complete the challenges under certain restrictions, such as limitations on the number of turns they have to slay a monster, etc.

### 3. Versus

- The versus mode is back, this time with co-op! Users will be able to take on other players in 2v2 tag-team matches.

Hardcore

Users will be able to play modes 1 and 2 offline as well, cooperating with NPCs and other users' riders\*.

\*Having other users' riders appear in-game as an NPC for co-op modes is still under consideration.



## **A well-crafted, easily approachable RPG**

- More emphasis on characters and world-building
- A touching and ambitious story
- More friendly difficulty to appeal to a wider audience

## **Raising monsters and growing attached to them**

- Focus on collecting and raising monsters
- Create bonds with a variety of monsters as you play



## **A full-fledged sequel with improved gameplay**

The aim is to improve playability and provide a more complete experience that is user friendly and easy to play for everyone.

## **New co-op battles!**

The base combat is still turn-based, but your party now consists of 2 members.

You'll get to fight alongside a colorful cast of characters during the story.

The bond between characters plays an important role in both story and combat.

## **New Monsters from MHW**

New monsters will be added from MHG/GU and MHW/MHW:IB for a total of 90 Monsties. (The first game had 67.)

The story will be about 50 hours long again. (There will also be post-game content again.)



## A new story of Ratha and its Rider

MHST is a series about Ratha and its Rider.

This game will focus on Ratha's relationship with both Riders and Hunters, to tell a tale of the strength of bonds.

Rathalos have disappeared from the world...

A young Rider braves the world of chaos to save the last Ratha egg.

Little do they know that this Ratha will bring about the end of the world...



## Player Character

Male/Female, 14



### Profile

A rookie Rider, born and raised on Hakolo Island, the grandchild of the famous Rider 'Red' who rode the Guardian Ratha, a revered deity on the island.

Their deep respect for Red and their admiration for Riders mean that they've already chosen their path in life, but their cautious nature makes them prone to shyness and hesitation.

### Story Flow

On their quest for the Guardian Ratha, who has gone missing, they encounter a young Wyverian girl named "Ena," whom they follow off the island.

In order to save the last egg that the Guardian Ratha left behind, they set out on an adventure, fighting alongside their friends, creating bonds with monsters, and learning what Red was trying to do and what it means to be a Rider.

Why is the world changing? Why did Ratha disappear? Why did Red die?

As the last Ratha Rider, it's up to our hero to figure out the truth behind everything, and to prevent the Calamity!

Players can create  
their own character



# CHARACTERS

## Ena

Female, Age Unknown



### Profile

A young Wyverian girl, raised to be the successor to the Elder of Rutoh Village.

Always speaks her feelings, but she tends to jump the gun.

She's known the hero's grandfather Red since she was young, so she has a deep knowledge of Rider lore and culture. She feels she is responsible for Red's death.



### Story Flow

She visits the Guardian Ratha of Hakolo Island to find out the truth behind the Ratha disappearance and the mysterious Light phenomenon occurring across the world. She recognizes Red in the young hero she meets there, and entrusts him with the egg she received from the old deity.

The power of a Ratha Rider from Hakolo Island is required to stop the Calamity. She believes the hero to be this Rider that Red spoke of, so she hands him the Kinship Stone that Red left her.

She continues her journey in pursuit of the Light, while struggling with her own weaknesses, and trying to protect the hero.

Her knowledge of Red's death and the Light phenomenon occurring across the world will lead to the truth behind the Calamity.





## Kyle

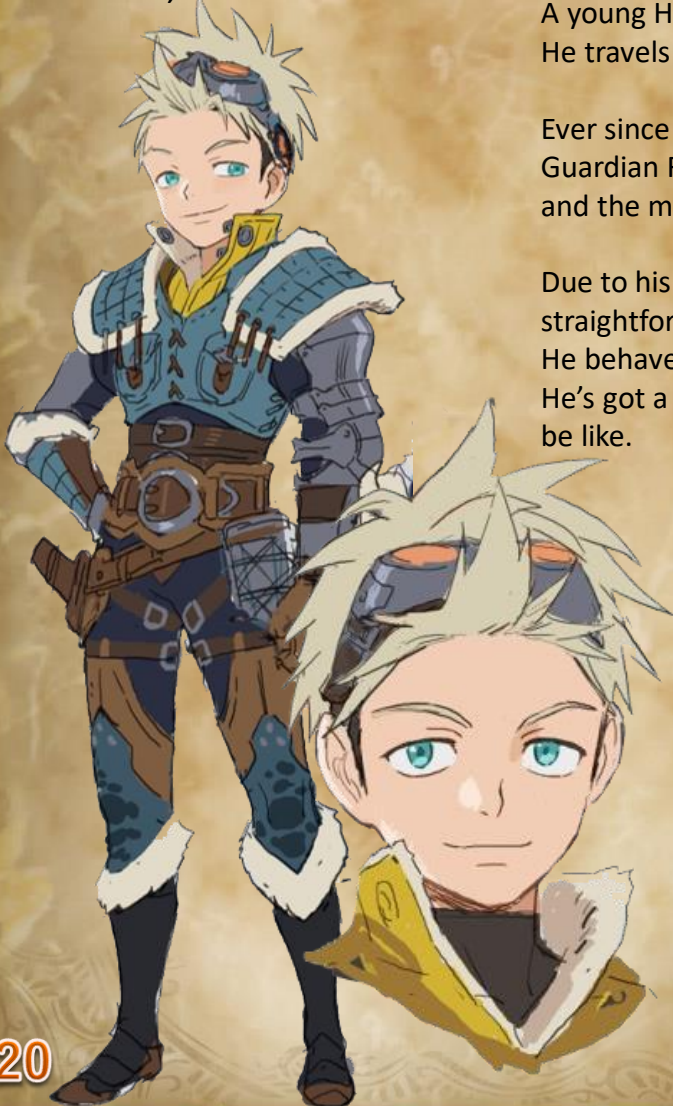
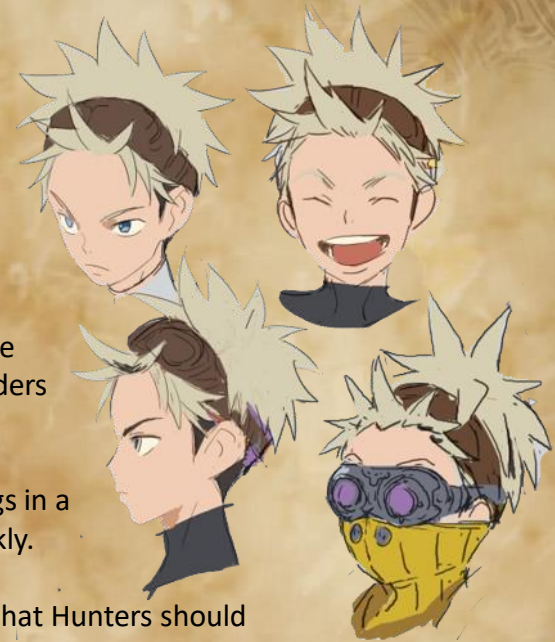
Male, 15

### Profile

A young Hunter in pursuit of the hero. He travels with his Palico Spyrou (temp name).

Ever since his father and friends were wounded when the Guardian Ratha went berserk, he's been distrustful of Riders and the monsters they live with.

Due to his serious and pure personality, he looks at things in a straightforward fashion and tends to get emotional quickly. He behaves subserviently to other Hunters. He's got a strong sense of justice, and a clear image of what Hunters should be like.



### Story Flow

On a quest to find special Ratha that carries the "Wings of Destruction" of Hakolo Island, he sets foot on the Holy Mountain with a group of other Hunters. He is in pursuit of the hero, who disappeared from Guardian Ratha's nest.

Before he knows it, he becomes part of the plans of a mysterious Rider army, and loses everything he believes in when he is betrayed by the Hunters he trusted.

He used to distrust Riders living together with monsters, but as he is rescued by the hero several times, he starts to become aware of the bond between humans and creatures. This changes his life as a Hunter, and he soon becomes friends with the hero.



## 1★ Hakolo Island – The Ratha Disappearance and the Last Egg

A peaceful village protected by the Guardian Ratha.  
A mysterious light during a festival night plunges the world into chaos.

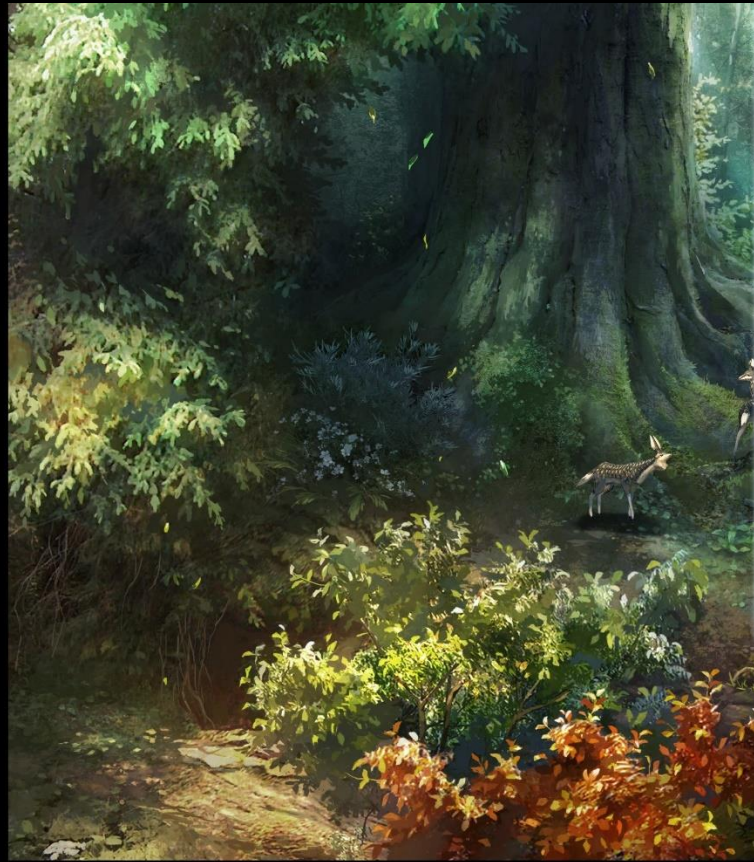
The Guardian Ratha goes berserk and leaves the island.  
At the same time, all other Ratha disappear from the world.

The only thing that's left is a single Ratha egg, bequeathed to a young Wyverian girl.

The hero, descendant in a line of Ratha Riders, meets up with the girl and together they go on an adventure to save the last egg.







## 2★ Rutoh Village – The Ratha Egg Hatches and a Legend is Unveiled

Having shaken off their pursuers, the two arrive at the girl's birthplace, the Wyverian village of Rutoh.

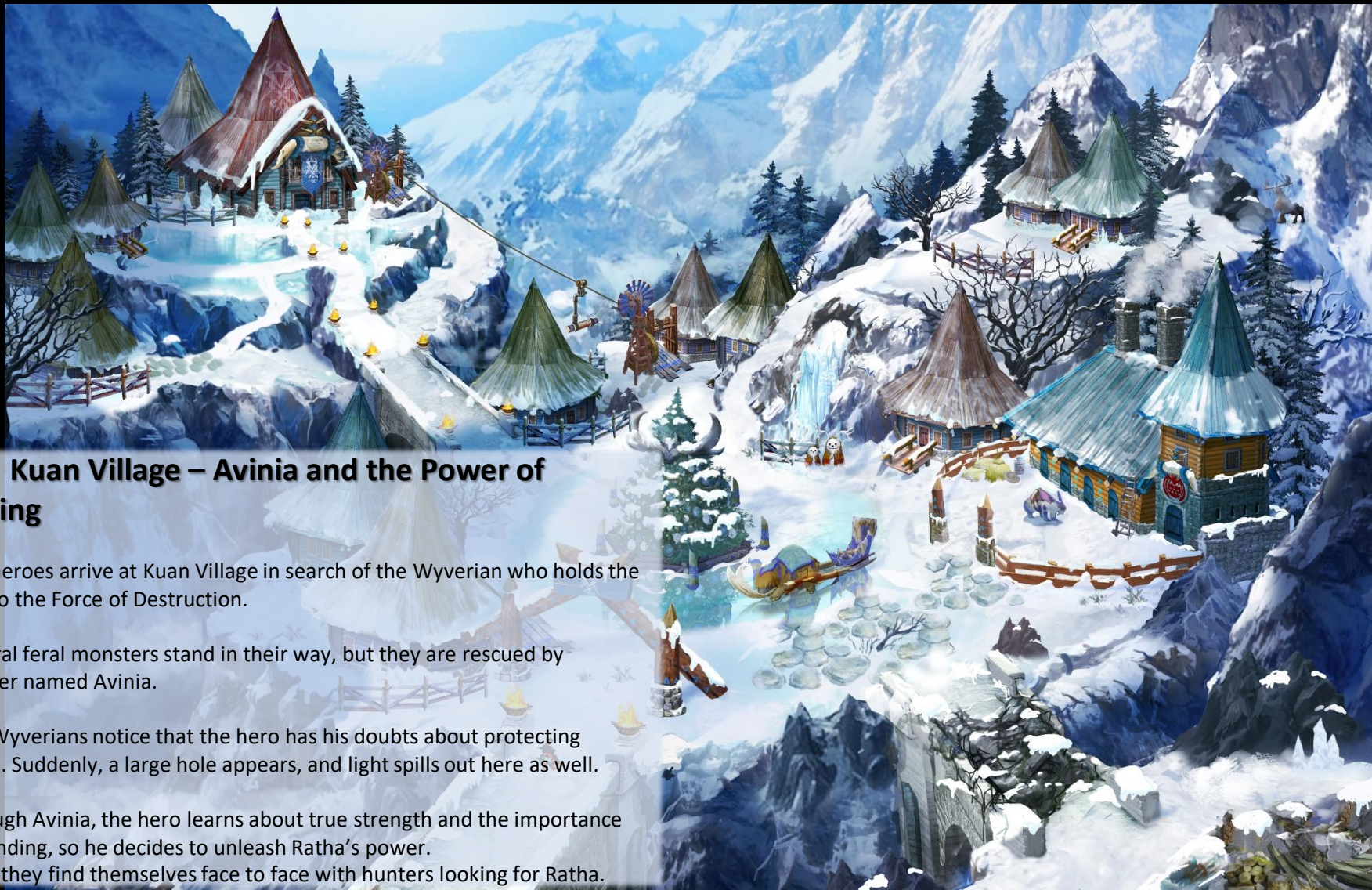
The hero finds out about his grandfather's past. This leads to the truth behind the last egg.

"When the last Ratha hatches and spreads its wings, the world shall perish." Everything is connected to the sad legend of the Ratha known as the "Wings of Destruction."

However, the newborn Ratha does not have any wings. Our heroes set out to Kuan Village to prevent the yet dormant Force of Destruction from awakening.







## 3★ Kuan Village – Avinia and the Power of Bonding

Our heroes arrive at Kuan Village in search of the Wyverian who holds the key to the Force of Destruction.

Several feral monsters stand in their way, but they are rescued by a Rider named Avinia.

The Wyverians notice that the hero has his doubts about protecting Ratha. Suddenly, a large hole appears, and light spills out here as well.

Through Avinia, the hero learns about true strength and the importance of bonding, so he decides to unleash Ratha's power.

Then they find themselves face to face with hunters looking for Ratha.





## 4★ Lulucion & New Felynia – Ratha Takes Off

Captured by the hunters, our heroes are taken to the new hunter city ‘Lulucion.’ During an interrogation by the Scriveners, Ratha is kidnapped by someone.

The hero sets out to save Ratha with a hunter named Revertó. They face off against hunters who blindly believe that Ratha is necessary to save the world. When all hope seems lost, the Kinship Stone starts shining. Ratha finally spreads its wings and takes to the skies. Will the Wings of Destruction bring darkness or hope!?

Guided by the mystery of the disappearing Ratha and the holes of light opening up across the world, our heroes approach the light, which turns out to be the eye of truth, revealing a huge monster below the earth. It attacks, but fortunately the legendary Rathian Rider Cheval arrives just in time to save the day.





## 5★ The Village of Legends – The Truth behind the Ratha Disappearance

In the village where Ratha legends still live, the hero finds traces of his grandfather. When he puts everything together, the true nature of the Light gradually becomes clear.

The meaning of the festival on Hakolo Island...

The legend of the Elder Dragon of Light and Ratha's destiny to seal it away. Just when the riddle is solved, a new light appears on Hakolo Island.

The hero returns to the island to find out what's happening in the Guardian Ratha's nest, but a mysterious Wyverian lies in wait in the shadows...



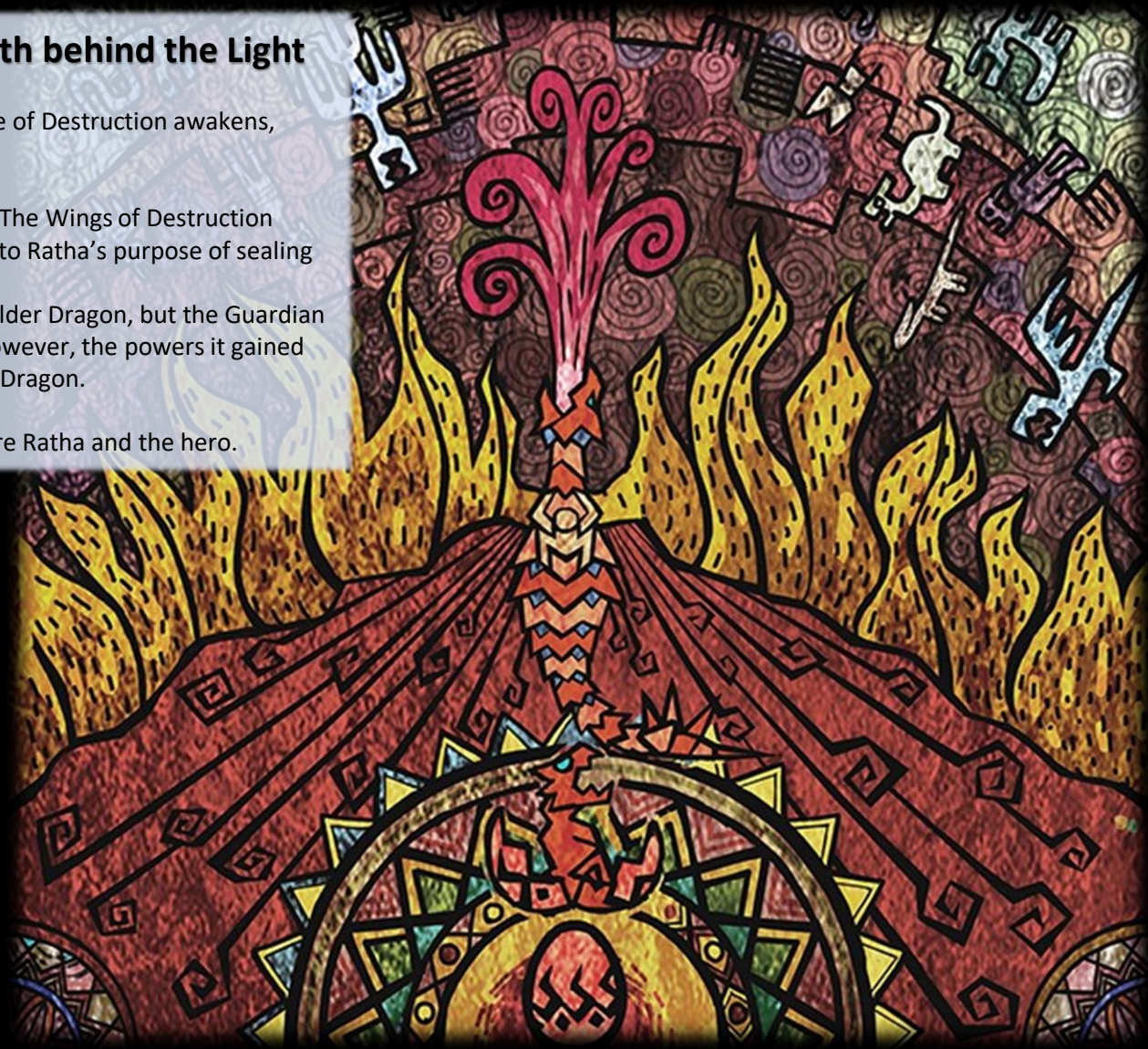
## ★6 The Sealed Land – The Truth behind the Light

Ratha is kidnapped again, and when the Force of Destruction awakens, the door to the Sealed Land opens.

Behind the door is the Elder Dragon of Light. The Wings of Destruction were the key to awakening, running counter to Ratha's purpose of sealing the Elder Dragon away.

The Wyverian tries to sacrifice Ratha to the Elder Dragon, but the Guardian Ratha returns just in time to save the day. However, the powers it gained by risking its life end up awakening the Elder Dragon.

The only ones who can save the world now are Ratha and the hero.





# BASIC GAME LOOP

CONFIDENTIAL



**Main Quest Complete**  
On to next quest

Story Progress

Manage and upgrade Monsties at the Stables

Craft and upgrade equipment at the Armory

RPG-style game loop: back and forth between HQ & field exploration

**Subquest Complete**  
Gain items and money



**COMBAT**  
Leveling up Monsties

**NESTS**  
Find new Monstie eggs

**GATHER**  
Collect materials

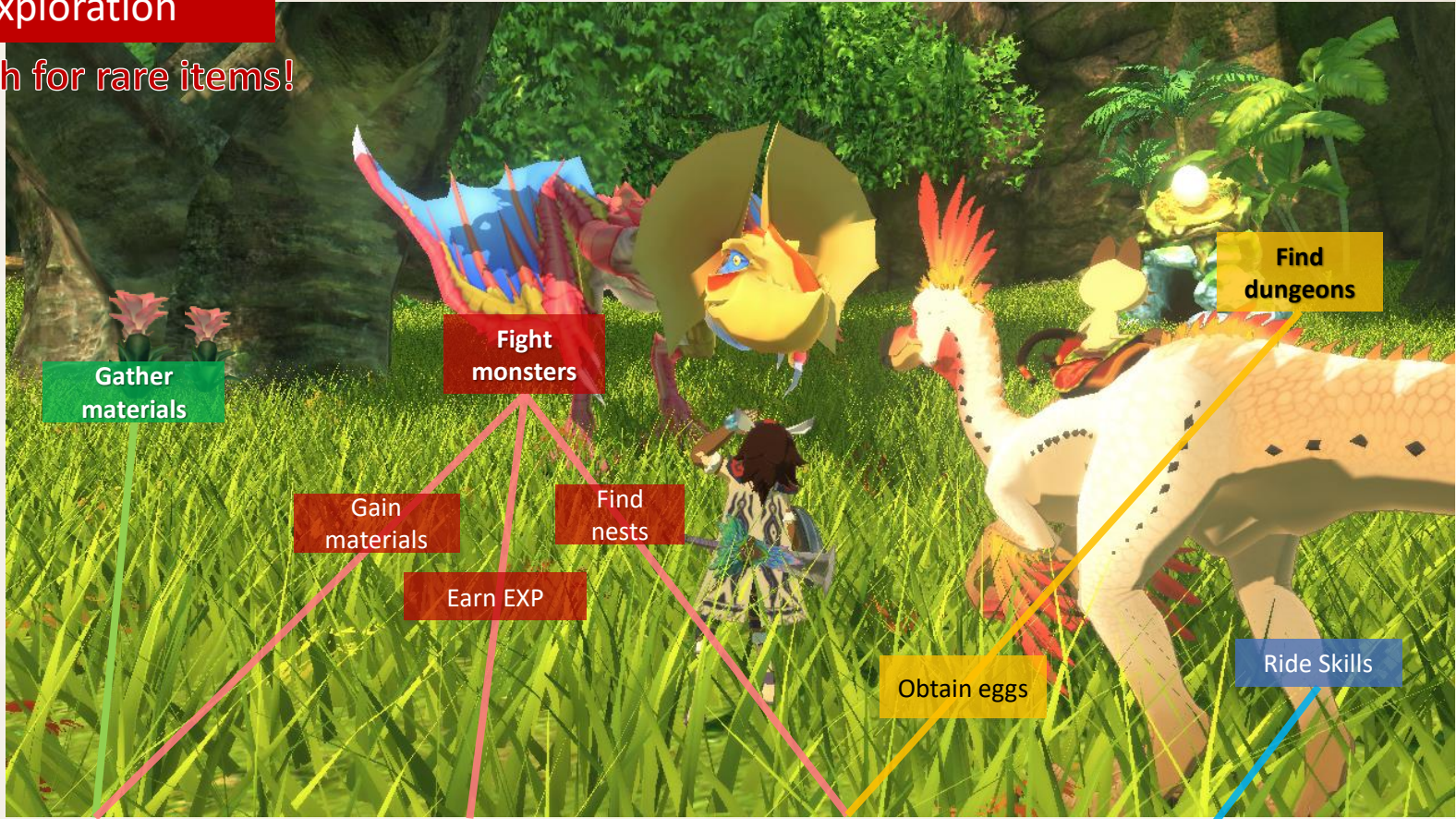


# BASIC GAME LOOP – FIELD EXPLORATION

CONFIDENTIAL

## Exploration

Search for rare items!



Use materials to craft equipment

Level up your Monstie

Gain powerful new Monsties

Collect treasure





# GROWTH CYCLE

## Egg Excavations

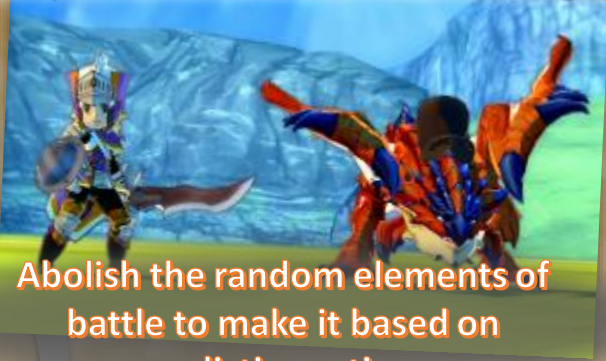
Go on an expedition and look for eggs of rare Monsties!



Improvements to make it easier to get more eggs, monster retreat, etc.

## Combat

Do battle to level up your monstie!  
Gain experience from battles to become stronger



Abolish the random elements of battle to make it based on predicting actions

## Channeling

Improve your Monsties' genes through channeling!



Improvements to allow genes to be interested anywhere! Make it easier to create your own custom monstie!

## Co-op/PvP

Use your Monsties to play with friends!



Take on advanced quests, and explore dungeons together!

Make it even more fun to raise your own monster! **PCOM**



# GROWTH CYCLE – HOW IT'S DONE IN RUSH! CONFIDENTIAL

## HOW DO THE PLAYER AND MONSTIE BECOME STRONGER?

	Level Up	Obtain strong Monstie	Equipment	Channeling
Player	◎	×	○	×
Monstie	◎	◎	×	○

Competitive battles have fixed levels, so the following would occur.

	Level Up	Obtain strong Monstie	Equipment	Channeling
Player	—	×	○	×
Monstie	—	◎	×	○



How do you get a stronger Monstie?



## Random Dungeons (Random Eggs)

The fundamental way to get eggs.



Depending the place and game progress, you'll get a random egg from the dungeon!



Obtain monsties with good genes from rare dungeons!  
Make it fun and exciting to find these rare dungeons!



## Retreating

Defeated monsters will retreat to their nest. Follow them to obtain eggs!

Look for specific monsters. Then find out how to make them retreat!

Especially good for players with **who play a lot**, and are after specific eggs.



## Progression

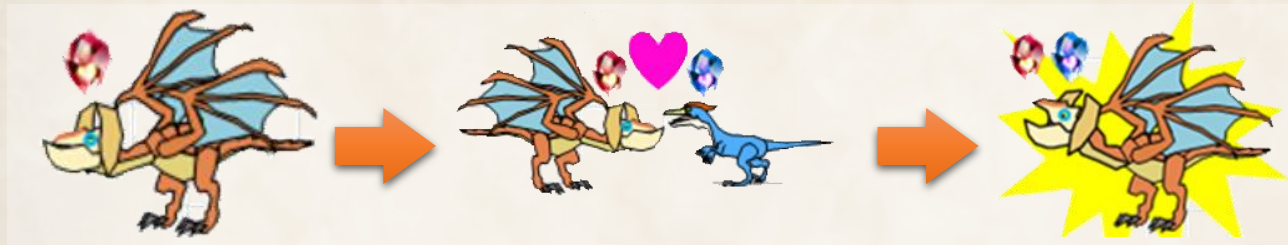
Automatically get a Monstie one time while playing through the story or finishing a sub objective. (ex. Velocidrome, Yian Kut-Ku, Great Pogie, Rath, etc.)





## What is the Rite of Channeling?

The player can choose a base Monstie to inherit a gene, and a Monstie that will share its genes.



Choose Yian Kut-Kut as a base

Select Velociprey to share its genes

The Yian Kut-Kut will become stronger!

**Important!**  
Channeling allows you to send one gene



Base



Gene Sharer

Previously



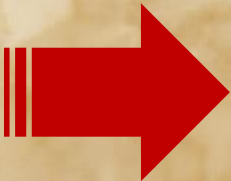
Gene Sharer

**This time**

Players can choose where to place the inherited gene



選ぶ




同じ位置に  
伝承される






## How strong can you get with inherited genes?

**1. Gain new techniques and improve abilities the more genes a Monstie inherits**

 **Speed – Quickfire Gene**

---

Fire element/Speed type  
Poison Spike skill  
Fire Attack +2  
Thunder Res -1

 **Power – Quickfire Gene**

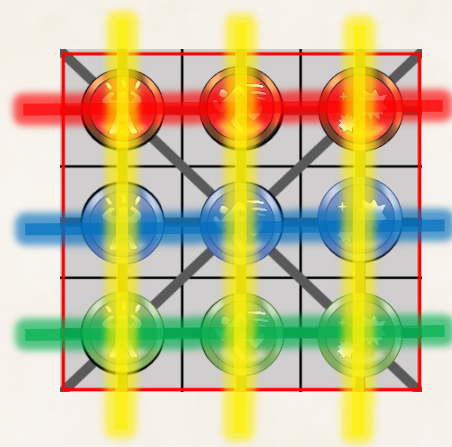
---

Fire Element/Power Type  
**Fireball skill**  
Speed Attack +10  
Mobility +10

You can **learn skills** that are present into the genes

**2. A big bonus if you can score a bingo with the same type of genes!**

If you can create a bingo with genes of the same type, you'll get an **added bonus** effect on those genes.

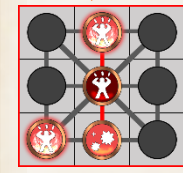


You can score a bingo with genes of the same element, or type

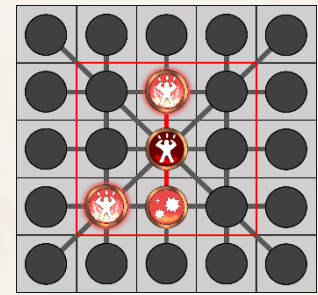
**3. Expand the gene grid**

A Monstie can now have a maximum of **25 slots, in a 5 x 5 grid!**

**Unlocked by progressing in the game**



Beginning of the game (3x3)



After the gene grid is expanded (5x5)



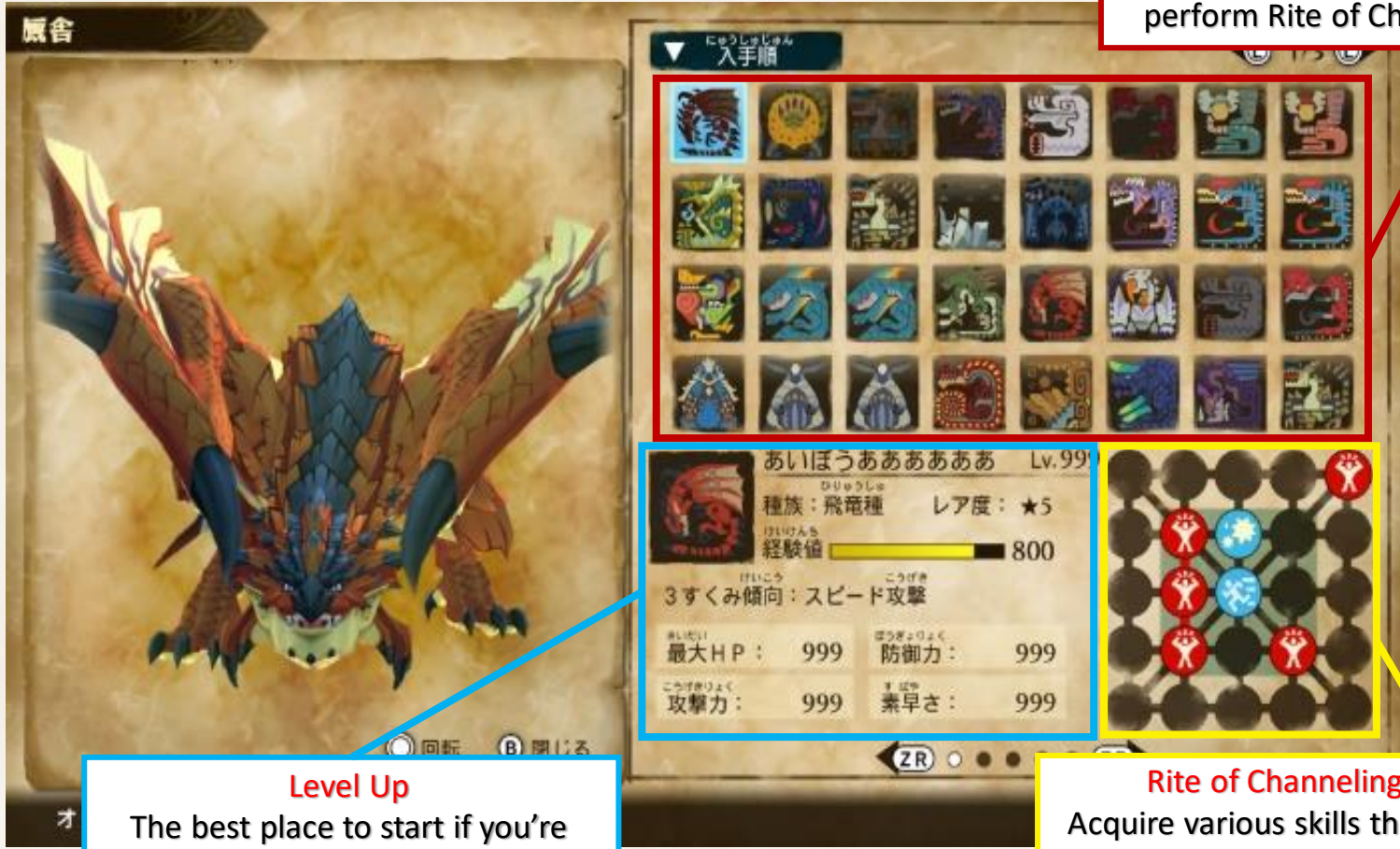
It's now even easier to create your own Monstie!



# GROWTH CYCLE – WRAP-UP

## How can you make your Monstie stronger?

**Obtain new Monsties**  
Get tons of Monsties and then perform Rite of Channeling



**Level Up**  
The best place to start if you're stuck! Get experience from battles and level up your Monstie.

**Rite of Channeling**  
Acquire various skills through channeling, then aim for a bingo bonus for even more results!



# BATTLE SYSTEM 1 – KINSHIP SKILL

Read an enemy's attack to fill the Kinship gauge, and unleash a

## Kinship Skill!



Predict which of the three attacks your opponent will use!

Ride on your Monstie



Make the right choices and the



Kinship gauge **MAX!!**

fills up...



Unleash a **Kinship Skill** to turn the tables!



# BATTLE SYSTEM 2 - RULES

CONFIDENTIAL

Fill the Kinship gauge by reading your enemy's **attack patterns!**

One pattern enemy



All enemy AI have rules.  
Figure out what each one does!



Multi-pattern enemy

Learn and adapt during battle



Read an opponent's attack to fill your gauge faster!





# BATTLE SYSTEM 3 – AI Co-Op

CONFIDENTIAL

**Join forces** with friends you meet during your journey!

PvP will change to 2 on 2 battles



Support your partners!



Double Kinship Skills!



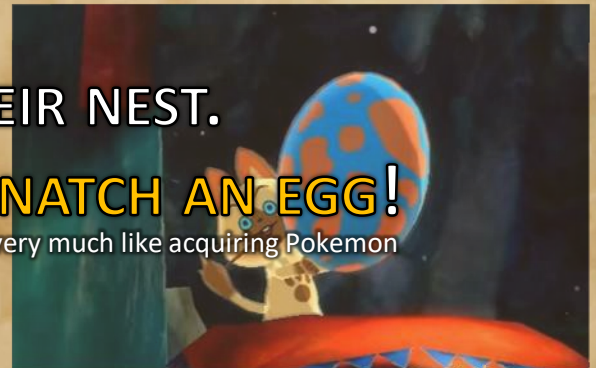
Explore together!

**Face off against strong adversaries with your friends!**



# BATTLE SYSTEM 4 – MONSTER RETREATING CONFIDENTIAL

Force a monster to **retreat** to get the monstie you want!



\*This aspect is very much like acquiring Pokemon

Defeat them quickly!



Hit 'em with a paint ball!



Win via showdown!  
(Air Showdown, Breath Blast, Test of Strength)



Anger them!



Bring out rival monsters!



YOU CAN RAISE THE CHANCES OF A MONSTER RETREATING!  
PART OF THE EXCITEMENT IS FIGURING IT OUT!



# BATTLE SYSTEM – WRAP-UP

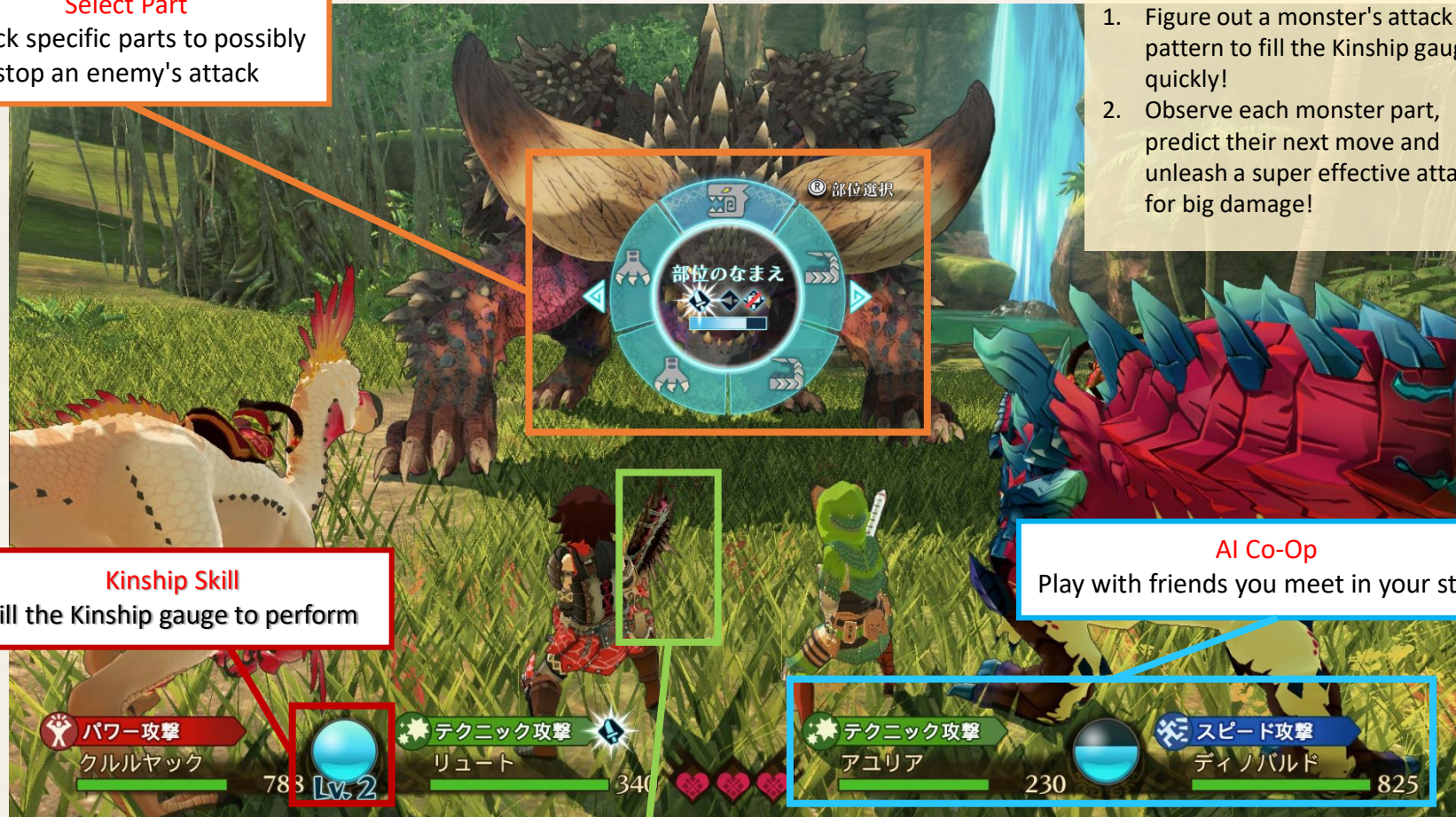
CONFIDENTIAL

## Select Part

Attack specific parts to possibly stop an enemy's attack

## Battle Strategy

1. Figure out a monster's attack pattern to fill the Kinship gauge quickly!
2. Observe each monster part, predict their next move and unleash a super effective attack for big damage!



## Kinship Skill

Fill the Kinship gauge to perform

## AI Co-Op

Play with friends you meet in your story

## Weapons

Six new types of weapons, switchable during battle



# DLC PLANS (TBD)

CAPCOM CONFIDENTIAL

## Previously



### How to obtain DLC (external)

1. Download from Capcom's servers (free)
2. Download via serial code (pre-order bonus, etc.)
3. Download via QR code
4. Obtained via amiibo

### In-game method

- A. Obtain directly
- B. Rewards from completing a DLC quest
- C. Rewards from completing a DLC tournament
- D. Joining/winning a PvP battle

### Content

- Monstie (Original/Custom)
- Character equipment
- Character creation parts
- Navirou costumes
- Consumable items
- Chat stickers
- Rider Card (wallpaper, titles)

## RUSH (TBD)

### RPG-esque **paid content** and low-cost items that don't affect game balance

\*Same as MHS1 but with more effort

\*May omit QR codes due to hardware restrictions

### External DLC

Paid DLC  
High and low cost items

### How to obtain content in-game

Same as MHS1, plus rewards from clearing co-op content

### Content

New scenarios  
Low cost items





## New Scenarios

Additional scenarios like the ones found in Zelda and Xenoblade, that are highly anticipated by users. Available via DLC, and are a time investment.

New scenario featuring new monsters in existing locales.

### ★7 A New Threat

A new threat comes to Hakolo island! Ride with your Ratha to protect the island from this never-before-seen monster!

Ex. Slugger final boss, etc.  
A new monster in an existing locale

New scenario with new monsters and a new locale!

### ★7 A New Land

The Rider and Ratha find themselves in a new land with new faces to meet. The Rider takes on several new requests and begins to build friendships along the way.

Ex. A locale modeled after Project: Snow  
Featuring a new monster

Rewards!



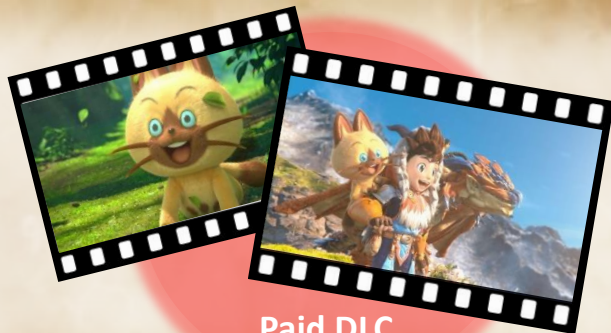


# DLC – CONTENT WRAP-UP (TBD)

CONFIDENTIAL

## End Game Content

After completing the game, play through co-op quests, additional scenarios via DLC, etc.!



**Paid DLC**  
New Scenario



**Free DLC**  
AI Co-op Quests

## For Core Users

Content worth the time to acquire and can be enjoyed for long periods of time after



**Original Monsties**

Satiate users with new monsters that have appeared in previous MH titles

## Equipment

Items that will let you play through the game cycle effectively!



**Custom Monsties**

既存バラ違い/属性違いモンスター  
伝承用の遺伝子にもなり  
大幅に性能UPさせ満足度を獲得!

## Low Cost DLC

Several content that changes a characters or objects appearance.



**Navirou Costumes**



**Character  
creation  
parts**



**Chat Stickers**



## 1. Get 1 item every day via amiibo!

\*Available with all amiibo



Use an amiibo to get an item every day!



Monster Hunter Stories amiibo will net you even better items!

## 2. Get a special Monstie via amiibo!

\*Only available with Monster Hunter Stories amiibo



Use a Monster Hunter Stories amiibo to get a Monstie (only available once)



There may be some monsties with very special genes too...!?



**Scenarios:** Six in total (6 locales/6 bases)

**Number of monsters:** 140 in total, with 90 Monsties planned

From Monster Hunter: World, Nergigante, Legiana, Anjanath, Tobi-Kadachi, Paolumu, Pukei-Pukei, Kulu-Ya-Ku, Bazlgeuse and Kulve Taroth will appear.

**Number of weapons and armor:** 828 total pieces of equipment.

**Game Modes:** Story mode (single player only)

PvP (1 vs 1, 2 vs 2)

Co-op (With AI NPCs)

- a. Dungeon exploration and slay quests
- b. Battle challenges



- 
- Title:** Monster Hunter Stories 2 (temp.)
- Platforms:** Nintendo Switch / PC
- Genre:** RPG
- Players:** 1 player is default  
Co-op is 2 players, with 1vs1 and 2vs2 battle modes available
- Target Audience:** Primarily MH players and younger gamers (MH players + RPG fans + users who purchased Stories 1)
- Rating:** A (CERO)
- Regions:** Japan, North America, Europe, Asia
- Languages:** Japanese, English, French, Italian, German, Spanish, Chinese (traditional & simplified), Korean, Russian, Brazilian Portuguese
- \* The voice is in Japanese and English.
  - \* Russian and Brazilian Portuguese will be officially determined after company approval.
- Release** June 2021 (PC version also released at the same time)
- Additional Info** Free and paid DLC; amiibo products