

Credit to well, me... :)

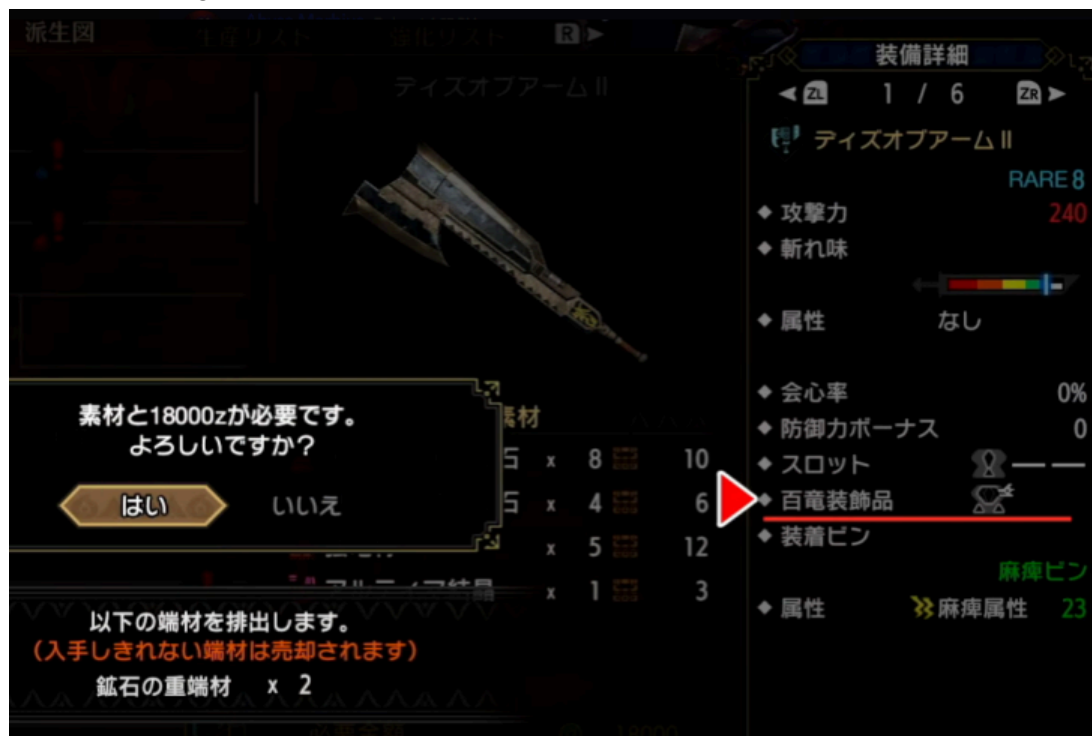
<https://www.youtube.com/channel/UCaV2EqhGMAqiKyZ9CStdRAq>

General changes: lagiacrus is not going to be in the game

- + No more Rampage (there will be other methods of getting rampage tickets)
- + Mount stage still lasts the same amount if you turn off the option to mount with weapon attack (<https://youtu.be/3RbekoFvzKM?t=228>) - where you seem to be able to do full damage
- + There are no limit to how much you can skill swap
- + Ruby/Gold Wirebug don't actually give you an extra wirebug, only the buff
- + LV 4 Deco is back



- + Rampage Deco slot on weapons



- + Handicraft preview bar/Purple Sharpness is back



- + Bleed now cures within 2-3s of crouching



Rakna Kadaki Subspecies Tease:



The new way to get rampage tickets is follower quests?

http://vjump.shueisha.co.jp/news/n04_20220602_01.html.html



LS:

- + Harvest moon ring locks you in (lasts for 30s) <https://youtu.be/mOX3RPZdja8?t=30>
- + New Valor GP for 1 bug levels you up : <https://www.youtube.com/watch?v=mOX3RPZdja8&t=350s>
- + Sacred Sheath Uncharged when used as a counter won't delevel you and will lead into Spirit Finisher : <https://youtu.be/mOX3RPZdja8?t=452>
- + Sacred Sheath Charged eats all your level for massive damage: (combo directly into Spirit Finisher) <https://youtu.be/mOX3RPZdja8?t=181>
- + Helmbreaker Recharge speed increased to 30s ~

GS:

- + Hunting Edge now costs 1 bug
- + Strongarm Stance costs 2 bugs (you still take chip damage even if you counter an attack)
- + GS Surge Slash combo: https://twitter.com/mh_rise_jp/status/1536272176625614849?s=21&t=3ZNTld3XKc-a0V1k2ekWmg

- + You can now choose whether or not to actually sheath when using GS power sheath:
https://twitter.com/mh_rise_jp/status/1536272176625614849?s=21&t=3ZNTId3XKc-a0V1k2ekWmg

+

SnS:

- + New silkbind: <https://youtu.be/E5rx4v5WBvY>

DB:

- + Drill slash still requires you to hit a weak spot (45hz or more) for it to work
http://vjump.shueisha.co.jp/news/n04_20220602_01.html.html#HM

GL:

- + New Wurmstake MV Buff: lasts for 30s (it does not reset when you sheath)
- + Hail Cutter costs 1 bug now (nope nevermind it's still 2)
https://twitter.com/V_Jump/status/1532622511988707328
- + New Reverse Blast Dash silkbind
https://twitter.com/mh_rise_jp/status/1536272176625614849?s=21&t=3ZNTId3XKc-a0V1k2ekWmg
- + if you have Erupting canon on your currently active silkbind loadout, bullet barrage will activate it as well

Hammer:

- + Impact Burst has hyper armor
- + Valor Dash as a 1 bug silkbind ?
https://youtube.com/clip/UgkxFMW8KGB1y12SfZLZZ2dfH0RZzq_9IUE

HH:

- + Impact Press shockwave ball does Ele damage <https://youtu.be/3RbekoFvzKM>
- + Impact Press leads into Infernal Melody
- + Impact Press itself has hyper armor

LBG:

- + "Mech Silkbind Shot" New silkbind mini wyvern heart:
https://youtube.com/clip/UgkxhvXoM1YFbZAgpFTIDuB6_bEKEKPWFwA
- + Silkbind glide into wyvernblast's cost reduced from 2 bugs to 1

HBG:

- + Siege fire uses the charge shot input (which is really annoying to enter) :
<https://youtu.be/ArAsloa8N1s?t=134>
- + Siege fire cooldown decreases slowly overtime similar to GL's wyvernfire cooldown
- + Siege fire can be side stepped out of
https://twitter.com/mh_rise_jp/status/1534822618150277127?s=21&t=f3DI4aoQ4UVsDylb8s_Bgw

CB:

- + poop
- + saed phials seem to be unchanged (please for my sanity don't trust anyone that says it's changed because all the saed we have seen are dead center)
- + Spinning Axe still depowers when you morph to sword
- + Max number of ticks per swing with Spinning Axe are still 5 (if you don't know IB savage axe can ticks up to 10 times per swing without the atrocious hitlag)
- + Activation speed for Spinning Axe got decreased?
https://twitter.com/MH_Rise_JP/status/1534822618150277127

- + Charged sword now lasts 60s
http://vjump.shueisha.co.jp/news/n04_20220602_01.html.html
- + New Aerial Silkbind Attack "Air Dash" replaces Morph Advance:
<https://youtu.be/PJE3GfSSxV8> / <https://www.youtube.com/watch?v=dPHIFimK93k>
- + Ready Stance still gets knockback like a regular guard because why wouldn't it, CB has to pay that shield tax (the moment you get large knockback ur fucked)
- + You can loop ED 2 with Ready Stance ... (no it's not going to be good because we can do the same as well in IB with Slinger Burst, wasn't very good either, plus it eats your bug, and you lose out on the phial regen from the upswing + ED2 combo)
- + sidehop distance got increased?
https://twitter.com/mh_rise_jp/status/1534807511718457344?s=21&t=f3DI4aoQ4UVsDylb8s_Bgw (at 39 sec)

SA:

- + New counter consumes 2 bugs: you enter a stance that drains your sword gauge steadily, if you time the next input correctly you automatically enter amped mode (basically iai spirit slash for sa)
<https://www.youtube.com/watch?t=410&v=IGLmO7DrvQk&feature=youtu.be>
- + 2 staged morph slash insane gauge gain : <https://youtu.be/LrGrv-BVjzk?t=288>

Lance:

- + New Downthrust can hit up to 5 times <https://youtu.be/VDpKoabr6Yc?t=723>
- + New Guard Advance thing does not consume stamina
- + Twin Vine cost was reduced to 1 bug
http://vjump.shueisha.co.jp/news/n04_20220602_01.html.html#HM

New Skill:

- + Redirection - 合気: Give back a certain amount of wirebug recharge upon successful swap evades
<https://youtube.com/clip/UgkxM3Ys7oIGXo5nPD47cQCOAZ1qdJx72I43>

Endgame Grind/TUs:

- + There won't be any additional ending added via TUs like it was in Rise, the story will end with patch 1.0
http://m.gameshot.net/common/con_view.php?code=GA62985d5e50e9d
- + Endgame Grind: "We're planning a few free updates, so we'll let you know when the time comes when we can tell you about them. We are thinking about end content, that is, content that users can play over and over, but it is a stage that I cannot tell you yet, so please look forward to the information that will be released later."
- + Regarding the balancing of weapons: "so our developers are also doing test play **every day** by collecting users' feedback on these parts. First of all, the parts that need improvement among Ryze's weapon actions were reviewed, and development was carried out by considering the new action elements introduced this time, such as quick replacement and what kind of play can be played when combined with dash.

When it comes to adjusting the balance, there have been times when an unintended situation occurred. And about weapon buffs and nerfs, we consider it important to see how we set them and whether they are operating as we intended. Since it is not known what form the unintended part will appear in until it is actually released, it is likely that the judgment will be made based on the situation”