



I'd like to explain more about my decision to quit Monster Hunter. This will be a long text dump so buckle up.

First of all are the state of the game performance wise on release. I already explain what I think about the abhorrent state of Wilds in my previous post, but this is an issue that has plagued MH on the PC ever since and considering Capom's track record this is an issue that is here to stay and that we just have to deal with. Title update 1 having nothing in the way of performance and having people MANUALLY delete shader cache to prevent stutters is crazy. There is the argument that at its best Wilds looks better than World, but you have to ask, does the jump in visuals comparatively justify the hardware requirement? And before people say "World performed like garbage on launch too" this shouldn't even be a thing to begin with and World having an unoptimized launch doesn't excuse Capcom from pumping out unoptimized games at full price.

Next is game design. Wilds is full of mechanics that feel half baked, useless, or just worse than what they were. Let's take tracking for example. Scoutflies make a return but lose their main tracking purpose. Monsters appear on the map immediately for no reason unlike Rise which at least had you throw out the Cohoot at quest start. The map design is hostile to manual traversal design wise and lacks the pathing clarity that World had so if you want to get to the monster you ride your bird Uber. Tracking is dead. People saying that Scoutflies in World were like this too but in World you had to TRAIN your Scoutflies like an actual scenthound before they start pinpointing you directly to the monster. And with enough training, they'll be able to pinpoint it at the start but you still had to work for it. People also like to dunk on old world tracking because its not involved painball psychoserum but there were also aspects to it that were good, like there are rooms that certain monsters frequent or certain rooms they never go to so you could make educated guesses as to which areas you should prioritize and avoid. In both cases it also lends to the development of the exploration aspect as you check out different areas and explore. I think that World's system is already great since you just had to train the flies at the start and once you max them out on a monster you don't have to worry about it anymore, so it still incentivizes exploration but doesn't ask you to do it forever. Even older games asked you to thoroughly explore areas to figure out where resource nodes are. Exploration in Wilds feels like an afterthought. Another point is that if the bird is just going to bring you to the monster automatically what then is the point of making maps so large? What do these larger maps add to the experience that wasn't in world? If a bum rush to the monster is what they want out of it why make the maps so huge when it essentially boils down to arena with extra steps? Pop up camps feel like they were implemented poorly, once a monster spots your unattended camp it's pretty much gone. What's the point of notifying you then? Why are they there if they exist to just for you to constantly build and rebuild? Safety levels don't mean anything if you can just easily set them up immediately again. Also, being able to enter a tent mid combat is frankly just silly. Tents in World and Rise were in specifically secluded safe areas you had to retreat to first. And these are just

some very questionable design decisions for the game that serve to detract from the overall game experience. And these are only some things that feel pointless, we don't even talk about things like Cold/Hot drinks or Sharpening losing meaning since you can safely keep maximum sharpness mid combat with the bird. We also lost stuff like side content to unlock things like World's sidequests with the local felynes.

Scummy industry practices like unfinished content and cutting out content to put it in later. Things like the hub and arena quests should not have been put in a title update. I've seen people defend this by saying "oh you're gonna get it eventually anyway" but think of what could have been put in those title updates instead of content we were supposed to get at the start! It just feels like moving content to later to have stuff to keep interest. Things like these do not feel like base World's title updates which felt like it complemented already existing content, it feels more like base Rise trying to fill in incomplete gaps. The decision of Mizu as a title update monster will never cease to baffle me considering its status as a monster about on par on or even lower than Rathalos in a game that already has established apexes per region + flagship. Even weirder is now apparently Lagiacrux is coming so now we have three big name aquatic predators sharing the same area? Even the regional apex level monsters added in Iceborne didn't feel like they took away from the already established apexes per region since they mostly filled what could be said to be different ecosystem niches but this is more off the point. As far as scummy industry practices go there's also charging this price for a game that runs like garbage and the reliance on frame generation which should not be a thing in the first place! On top of that are all the issues and bugs not just visually but also mechanically. Even "new" content like arena is filled with bugs like loading in with your own set. Did nobody playtest this? It's like paying the price of a triple A title to play early access instead.

Progression content is also another point of contention. Put this into perspective, a cheesy HBG speedrun of MHFU granny% takes longer than an early speedrun of Wilds main story despite all of Wilds' scripted sequences and events. And both are Low Rank content. It's incredibly easy to just blitz through the game to reach the endgame loop. As for equipment progression, there's not much reason to even stop and farm for new equipment considering the multitude of drops from wound breaks and the low cost of equipment. Take into consideration Freedom Unite where cost of equipment can be very expensive vs Wilds where upgrades are extremely cheap (Iron Katana 'Gospel' in MHFU costing 15 Iron, 12 Machalite, and 15 Earth Crystals and Iron Katana I in Wilds costing 1 Machalite and 2 Earth Crystals. Both are Rarity 2 weapons). Progression being so easy to do lends itself to not being noteworthy. Completing long-term progression and having that immensely satisfying feeling of finally completing a set after a long grind is no longer present. A lot of Monster Hunter was taking time with progression and that was the main game loop until you finally reached the top. Sure you could skip farming transitional equipment but it's like trying to scale a wall or taking time to build stairs to make the path easier and there was that decision making. Now you don't even need to stop to do anything because the game is not only easy, but you already probably have the items to craft whatever you need after one encounter.

Combat gameplay. I've watched plenty of speedruns both freestyle and TA and nothing looks interesting because it all looks like spam. I gave Rise flak for similar reasons where I already knew what to expect because wirebugs were broken, admittedly I was wrong because weapons still tend to have depth and variations in how they punish and optimize punishes with their wirebug moves on top of having to resource manage wirebugs. However I can't say the same thing in Wilds where every run pretty much has the hunter in the monster's face 90% of the time, and it's so easy to forcibly take your turn back with wound staggers and topples. Aspects of weapons are massively homogenized. Most weapons have the ability to stay in a monster's face and keep attacking and have counters/parry like Lance in older games did. If I were to describe a weapon that attacks a monster to charge up, uses the charge to either power up or spend it on a nuke or both, has a counter/guard point/parry or anything similar, and is highly mobile I would be describing Charge Blade, Gunlance, Insect Glaive, Longsword, and Switch Axe. On a fundamental level what makes weapons unique anymore when aspects that made them unique are now just shared among them? The old tactical and calculated gameplay with heavy emphasis on positioning and commit (which mind you is present in World and even Rise) is also just gone because nothing is committal, not even the poster child of committal moves in TCS is committal. Everything is so mobile and flexible (rip DB and SnS no longer being unique in that regard) and extra range on focus mode just means you can close gaps and hit whatever weak hitzone you want without much brain input. I think that current weapon moveset design doesn't help weapons to stand out and focus mode only serves to exacerbate that problem in providing flexibility and wound mechanic forcibly taking your turn back on command. I genuinely don't believe this is something a stat tweak will fix because even custom quests with buffed monsters feel like they have the same problem. Nothing the monster does needs to be met with respect because you can just force your own turn and even if it hits you, the punishment is just healing which you again don't need to respect the monster because you can just call bird and heal for free. Even if the monster is attacking you have parries or offsets or hyper armor. Despite this, even if killing the monsters quickly is the technically easiest it has ever been speedrunning is absolute garbage because now the skill aspect is minimal and its now mostly just the RNG aspect of which there are so many layers to it that it's more like spamming a slot machine than actually hunting the monster. I had a Switch Axe friend tell me running the weapon in this game feels like garbage because all you do is FRS and pray and literally anyone else can do the same thing and if they get better RNG than you rip speedrun. A big part of what made speedrunning even on a casual level so enjoyable to me in World was the depth each weapon had to play at a high level and how each one can respond differently with their vast move sets to each situation and maximize output with microadjustments to timing and positioning. All of that feels either watered down or gone here. Sure scripting is still there but that was only half of it since there was still heavy emphasis on how you execute it. But now the execution part is mostly just spam and pray now because monsters are so easy to lock and deny. If you thought resetting for Booster in World was bad, now you have Caprice meal. HP rolls are ridiculously wide. Cat is the most spastic it has ever been and is now completely incompatible with Heroics. Spam resetting for the correct investigation with the correct monster on the correct map etc. Not to mention no abandon button. It's not fun. No wonder people just resort to cheating.

The last three issues are probably what disappoint me the most with Wilds. Performance can theoretically be fixed. Bad systems can theoretically be fleshed out or improved, or removed entirely. If these were the only issues with the game I probably would give it a chance eventually. However, the fundamental progression and gameplay of the game is nothing like the Monster Hunter I fell in love with. I mentioned this about Rise, that it is a neat game but it's not something I'd play if I wanted Monster Hunter. If I wanted a powertrip hack and slash unga bunga experience I'd play something like God Eater. This kind of thing already exists in other franchises. Monster Hunter was unique among them because of elements like this but now it feels like in its goal of attracting a larger audience it's becoming more like its competitors and to me it's painfully apparent with the design of Wilds. I didn't get a new Monster Hunter game, I got something more along the lines of God Eater Impact Wilds or something and that really makes me sad considering I had hoped they would build on what made World great and less on the fast food aspect of Rise but we got a double down of those aspects of Rise instead. I read a comment on some video criticizing Wilds saying that maybe veterans got into Monster Hunter because it was the only big monster fighting game back then and they grew attached with the franchise, but never really loved what made Monster Hunter special and that's why they are so happy that the mechanics and aspects of Monster Hunter that fundamentally separated it from games like Toukiden, God Eater, and Soul Sacrifice are being watered down. They want a hack and slash with the iconic monsters without any of the preparation, grounded mechanics, survival aspects, and positioning-based combat. On top of that is that despite all the massive glaring issues just on a technical level on top of the absolutely horrendous track record of Capcom releasing games in a dumpster fire state people are still willing to look past these issues because it's a Monster Hunter game and it "runs fine for me". And considering this it's a sign that I'm watching what I love about the franchise die in real time, and I'll never get another game like World that built on those core aspects of Monster Hunter that made it stand out while also improving on systems that serve to make a better gameplay experience but instead from here on we can just expect games that fall into the generic fast paced action slop with the Monster Hunter name slapped on top of it. Furthermore I can also expect to never get another complete-on-release Monster Hunter game that feels like an actually finished product that doesn't run like garbage and whose content doesn't feel cut out to be spoonfed later to keep interest. And to top it all off is how it seems the playerbase at large seems to dismiss these things and criticism gets shut down immediately. It's like watching people celebrate the death of something I love.

Here's more comments I've seen thrown around:

-Monster Hunter should not cater to speedrunners. You're a speedrunner and what you say doesn't apply to casuals.

It never really has catered to speedrunners but there is no reason they should make the speedrunner experience so much worse with the degree of RNG and speedrun-unfriendly systems and design choices that were not issues or issues to this degree previously. Even if I speedrun the

game I also came from being a casual at some point so I know what I am talking about even from casual perspective. Isn't it even weirder that the people who actually play and understand the game get less merit?

-Wilds exploration is fine just turn off autopilot on the bird

Wilds does not incentivize exploration in the way games like World did because it is not naturally baked into the core gameplay loop. If it doesn't incentivize exploration what then is the point of building such an elaborate world that you can supposedly explore when you can choose to completely ignore that aspect of it?

-Performance is fine the game runs well for me

Does it really? Comparatively to other titles with similar graphical fidelity? Are you sure it's not just framegen cope? Or is your build something an average person can afford?

-You don't like the new stuff? Don't use it

The scope of the game has changed so not using new stuff really isn't something you can reasonably ask people to do anymore. Back then telling someone to play without things like flash bomb abuse or traps is like asking someone to build a brick wall barehanded instead of with a trowel. Both are reasonable tasks either way but one is easier to do. However now it's like asking someone to build a two-story house barehanded vs with power tools.

-It's good that progression is easy now/I don't want to spend so much time grinding/combat in older games even world sucked that's what I didn't like about older games

You weren't the target audience.

-Oh but these little details in the game are so good though it really fleshes out the game!!!

Feces coated in gold is still feces. Making things pretty do not fix underlying core issues.

-Game just needs to have stat increase and it'll be good. Master Rank content is where the hard stuff is anyway.

More stats doesn't necessarily make fights harder but it does make fights longer. G rank Freedom Unite quests take ages to clear not necessarily because the monster is hard, but because they just have so much in the way of an HP pool. Every monster once you learn how to dance with them and learn when it is safe to commit and when to disengage can be easy. However what was important was that you learned to respect what the monster can do. Let's take Freedom Unite Rathalos and

how he's essentially lobotomized when I flash it. Even while flashed I still have to respect that he can do 180 tail spin or short bite so there is still emphasis on spacing and positioning and getting ready for if the next move is a taunt and failing to position properly or getting greedy means I get punished with a knockdown or have to heal and waste the precious limited flash time I have especially with the limited amount of flash bombs I can carry. Even when taunting I have to respect that I cannot position on the tail because the constant chip damage can rapidly eat away at my health. Game can be easy but I'm still taught that I have to respect what the monster is doing. This was also not a thing unique to Master Rank or G rank because even in Low and High Rank I'm still taught to respect what the monster is doing. That's not so much the case anymore when you have all these options to deny what the monster is doing and risk of commitment is at an all-time low. Probably the only genuinely hard thing in older games was dealing with getting double teamed by multiple monsters in an arena without the possibility of using dung bombs or dealing with infinitely spawning small monsters but that was more being unfair than actually being difficult.

-Switch Axe is the best it has ever been! The changes in Wilds made me actually like the weapon!

Many casuals said the same about Rise Hunting Horn but actual Hunting Horn players hated it. Actual Switch Axe players hate Wilds Switch Axe for good reason. Maybe you don't actually like Switch Axe and only like it now that it's something else.

-The hub being delayed makes sense because we are the first ones in the Forbidden Lands! Of course it would take time to set up a hub!

Do I need to remind you that Seliana and its hub did not exist prior to Iceborne and yet it did not take a title update to add into the game? Literally just needs something as simple as a timeskip. Hell the construction of the hub could have even been made into a string of sidequests if the content in the game is so lacking.

-Just play old games

At this point that seems like the best course of action because I can expect no new Monster Hunter title to have what made the franchise special anymore.

-People said they'd quit with Rise too. You'll be back.

I did not like Rise either. Rise sparked many worries about the series going forward and I'm sad to say that every single one of these fears came to light with Wilds.

-You're just a hater and a troll

My criticism of the franchise and its trajectory comes from a place of love and care of what made Monster Hunter special and the pain I feel is seeing something that I love not only in as sorry a state as it is but also falling in line with generic slop that already exists and if you cannot see that you are blind.

-You didn't even play the game your opinion is invalid

When the game released I sat through the entirety of a playthrough streamed to me by speedrunner friends to get an idea of whether I would enjoy the game or not. I've also watched speedruns to get an idea of how performing at a high level looks like in this game and what I would end up trying to learn should I end up playing it. I have also discussed this topic with people who I know to have a strong understanding of the game and its mechanics and have come to the conclusion that this game on a gameplay and mechanics level is no longer something I would enjoy as a Monster Hunter title. I don't think I have to play the game firsthand to see at least this much.

That's only some of the things I've seen but to sum it all up I'm disappointed in the game. I'm tired of putting in so much into something I love just to watch it die especially since this is not the first time it has happened and Monster Hunter is one of if not the last of the things from growing up that I genuinely love that I haven't had a genuine crashout with, that is until now. And it's extremely frustrating that the game with all of these things is being celebrated for its sales performance and bottom barrel things while genuine criticism is being met with deflection, cope, and personal attacks. Even if I could still play the older games that will not ease the sting and I think that it's best I just be done with the franchise and move on with my life.

I hope you understand why I'm dropping Monster Hunter.