

INSTALLING MODS FOR MONSTER HUNTER RISE

Disclaimer

Modifying Monster Hunter Rise is done at the user's own risk. While CAPCOM does not explicitly prohibit mods, the publisher will not provide support if mods cause unexpected side effects, such as performance issues or save file corruption. It is recommended for users to create a backup save file.

Introduction

Installing mods for Monster Hunter Rise is the process of incorporating community-created code into your locally installed game files to affect how the game runs. Players choose to modify or "mod" their games for any of the following reasons:

- Adjust the game balance.
- Swap in-game models for custom models.
- Add new features.
- Improve the game performance.
- Tweak the in-game graphics.

Mods for Monster Hunter Rise fall under three formats: REFramework mods, Fluffy mods, and PAK mods. This guide will explain how to download and install these three types of mods.

Discussion

Step 1: Downloading Mods and Tools from Nexus Mods

Downloading mods and tools from Nexus Mods is the action of navigating to the web site nexusmods.com and downloading files to modify Monster Hunter Rise. Nexus Mods is an online repository for community created mods for hundreds of different games. While Nexus Mods offers paid features, they are not required for these instructions.

Requirements

A Nexus Mod account is required to download mods. A third-party program, such as 7-zip or WinRAR, may also be required to extract RAR files.

1. Enter "REFramework" in the search bar on the Nexus Mods website. Choose version for Monster Hunter Rise; It should appear as the first option (Figure 1). Click it to navigate to the mod page.

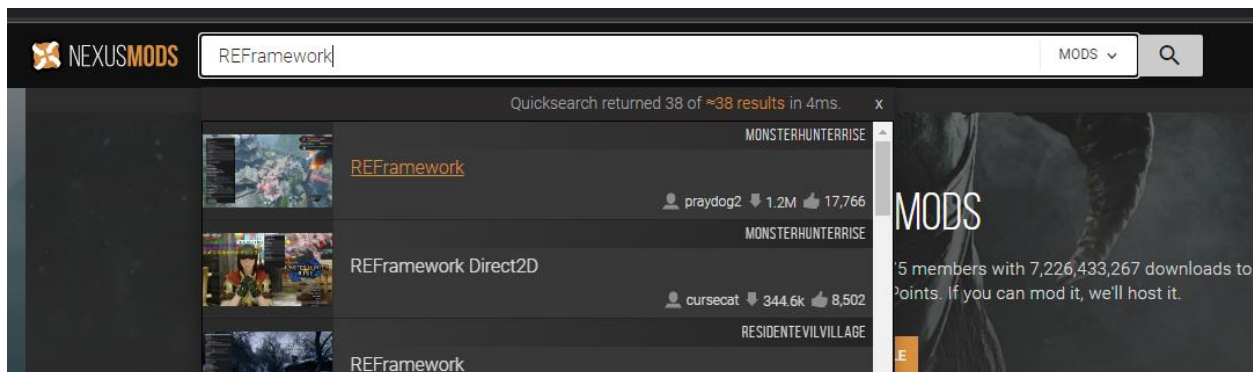


FIGURE 1 - ENTERING REFRAMEWORK INTO THE NEXUS MODS SEARCH

2. Click the files tab on the mod page, then click manual download for REFramework under main files. On the next page, click slow download, and the download process will begin after 5 seconds.
3. Extract the file into a new folder once the download is complete.
4. Repeat parts 1-3 for the following mods:
 - a. Fluffy Manager 5000
 - b. VIP Dango Tickets
 - c. Alchemy Enhancement for Sunbreak TU3 (Fluffy version)
 - d. No Crafting Mats for Decorations (PAK version)
5. Put all the downloaded mod files into a Mods folder to organize them.

When finished, we will have the files necessary for completing the remaining steps.

Step 2: Installing REFramework Mods

Installing REFramework Mods is the process of installing mods for Monster Hunter Rise that specifically require REFramework to function. For this step we will be incorporating REFramework into Monster Hunter Rise and installing a mod that had REFramework as a dependency.

Requirements

Monster Hunter Rise needs to be installed on your computer.

1. Open the Monster Hunter Rise directory containing the game files. To find it, open Steam and navigate to your games library. Right-click on MONSTER HUNTER RISE, select Manage, and click Browse local files (Figure 2); This will open the folder.

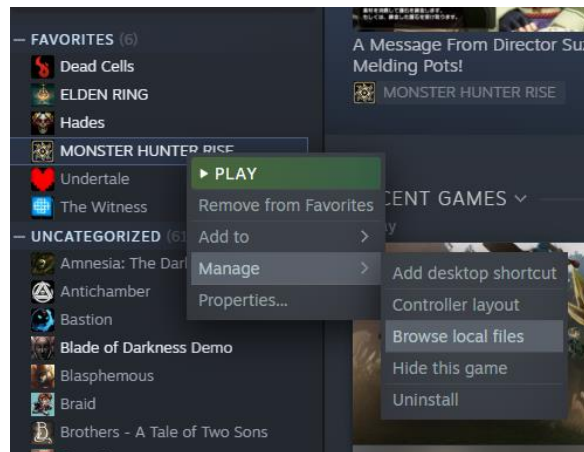


FIGURE 2 – FIND THE LOCAL GAME FOLDER USING STEAM

2. Copy the file Dinput8.dll from the REFramework mod folder and paste it into the MonsterHunterRise folder opened on step 1. Then, start Monster Hunter Rise. If done correctly, REFramework will be installed, and a small, black window will appear over the splash screen on the top-left corner (Figure 3). Close the game.



FIGURE 3 - THE REFRAMEWORK WINDOW THAT APPEARS WHEN THE GAME IS BOOTED

3. Copy the file VIP_Dango_Ticket.lua from the VIP Dango Ticket mod folder.
4. Navigate into the reframework folder inside the MonsterHunterRise folder, then into the autorun folder. Paste the file copied from part 3 into this folder.

When finished, any skill will activate with a rate of 100% when using a dango ticket (Figure 4).



FIGURE 4 - VIP TICKET MOD ALLOWS THESE DANGO SKILLS TO HAVE A 100% ACTIVATION CHANCE, WHEN NORMALLY IT WOULD BE 90%

Step 3: Installing Mods with Fluffy Manager 5000

Installing Mods with Fluffy Manager 5000 is the process of installing mods for Monster Hunter Rise that are compatible with Fluffy Manager 5000. Fluffy Manager 5000 is used to easily install and uninstall certain kinds of mods.

1. Run Modmanager.exe inside the Fluffy Manager folder. In the manager window, a list of games should be displayed; Select Monster Hunter Rise from the list of games (Figure 5). This will create a new folder called games inside of the Fluffy Manager folder. Close the manager.

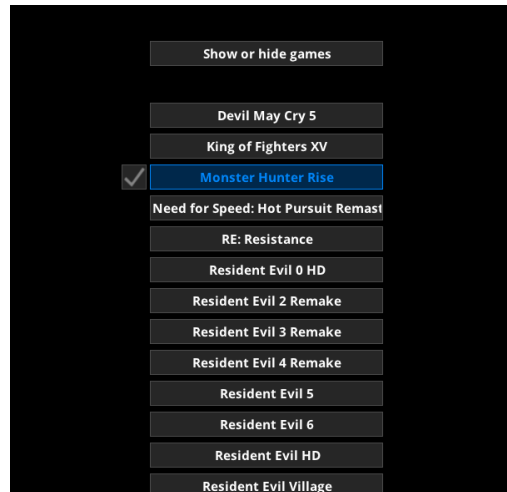


FIGURE 5 – THE SUPPORTED GAMES LIST WHEN OPENING FLUFFY MANAGER 5000 FOR THE FIRST TIME

2. Open the folder for the alchemy enhancement mod, called All Skill Fluffy Manager.... Inside, there will be a folder called Alchemy Enhancement. Copy the folder.
3. Navigate into the games folder in the Fluffy Manager folder, then the MHRISE folder, then the Mods folder. Paste the alchemy mod folder inside here.
4. Open the Fluffy Manager. A new list item will be displayed, called Alchemy Enhancement for Sunbreak TU3 with a toggle button on the left side (Figure 6). Click the toggle to activate the mod.



FIGURE 6 - MOD TITLE SHOWN IN FLUFFY MANAGER 5000 WITH TOGGLE

When finished, in-game talismans obtained from the highest 3 melding tiers will almost always have the maximum amount of skill points and slots.

Alexander Wetzel

ENC3241

2/23/2023

Step 4: Installing PAK Mods

Installing PAK Mods is the process of installing mods for Monster hunter Rise that come in the format of PAK files. This process requires that the mod files follow a specific naming convention to work. If you are installing PAK mods, keep track of which files are native game files and which ones are mod files.

1. Open the game folder, look at existing PAK patch files with the name, re_chunk_000.pak.patch_XXX.pak, where XXX is a 3-digit number, and take note of the highest number. As of version 13, there will be one PAK patch file, ending in 001.
2. Open the Mod folder for No Crafting Materials for Decorations. Change the 3-digit number at the end to the number taken from the previous step plus one. For example, if the only PAK patch file was re_chunk_000.pak.patch_001.pak, then rename the mod file to re_chunk_000.pak.patch_002.pak.
3. Copy the mod file and paste it into the game folder.

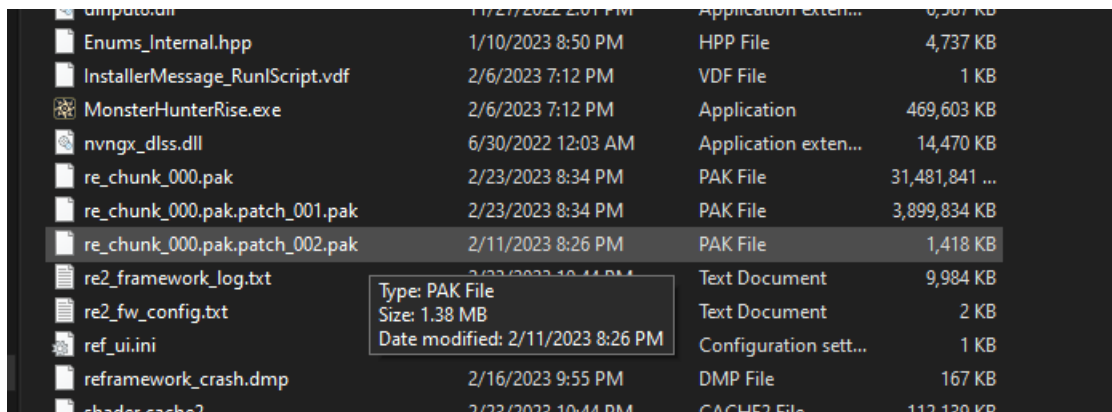


FIGURE 7 - A MOD PAK FILE ALONG WITH A NATIVE PAK INSIDE THE GAME FILES

When finished, you will be able to craft decorations in-game without spending materials.

Conclusion

Installing mods for Monster Hunter rise is the process of incorporating community-created code into your locally installed game files to affect how the game runs. With the correct tools, the game can be altered in a variety of ways, and players can enhance their game experience however they wish.