THE WITCHER

– ENHANCED EDITION –

GAME MANUAL

CDPROJEKT RED

1 Introduction 6
2 Notable Places 8
3 Notable Characters 10
4 Before You Play 12
4.1. Installing the Game and Drivers 12
4.2. New Game 12
4.3 Options 13
4.3.1.Game Options 13
4.3.2 Video Options 13
4.3.3 Sound Options 13
4.3.4 Controls 13
4.3.5 Advanced Options 13
4.4 Loading/Saving Game 14
4.5 In-Game Main Menu 14
4.6 Exit Game 14
5 Game Initiation and Tutorial 15
5.1 Game Interface 15
5.1.1 Main Gameplay Screen 15
5.1.2 Medallion 16
5.1.3 Hero Panel 17
5.1.4 Inventory Panel 18
5.1.5 Journal Panel 19
5.1.6 Map Panel 21
5.1.7 Meditation Mode 22
5.1.8 System Options 22
5.2 Navigating the Game World 23
5.2.1 Camera/Control Modes 23
5.3 Mini-map and Markers 24
5.4 Witcher's Medallion 24

5.5 Interaction 25
5.5.1 Cursors 25
5.6 Dialogue 26
5.7 Gameplay Dialogues 26
5.8 Combat 27
5.9 Rest and Meditation 27
6 Combat 28
6.1 Movement 28
6.1.1 Special Maneuvers in Combat 28
6.2 Sword Combat 29
6.2.1 Witcher Combat Styles 29
6.2.2 Sequences 30
6.2.3 Special and Finishing Attacks 31
6.2.4 Summary of Witcher Combat Styles 32
6.3 Witcher's Magic 38
6.3.1 Signs 38
6.3.2 Summary of Witcher Sign Enhancements 40
6.4 Potions, Oils and Bombs in Combat 45
7 Character Development 46
7.1 Experience 46
7.2 Talents 46
7.3 Attributes 47
7.4 Abilities and Skills 48
7.5 Acquiring Enhancements 48
7.6 Summary of Abilities and Skills 49
8 Alchemy 53
8.1 Types of Alchemical Mixtures 53
8.2 Acquiring Formulae 53
8.3 Ingredients and Components 54

8.4 Mixture Composition 55
8.5 Experimenting 55
8.6 Potion Side Effects 56
8.7 Summary of Potions and Mixtures 56
9 Inventory 66
9.1 Enhancing Swords and Armor 66
9.2 Common Items 67
10 Mini-Games 68
10.1 Dice Poker 68
10.2 Fistfights 69
10.3 Drink Up 69
11 Bestiary 70
11.1 Common Opponents 70
11.2 Common Monsters 70
11.3 Unique Monsters 71
11.4 Powerful Foes 71
11.5 Special Opponent Abilities 71
12 Help – Default Hotkey Commands 73
13 Credits 75
14 Technical Support 79

TROUBLESHOOTING

PROBLEMS WITH YOUR SOFTWARE ?

The methods listed below solve most of the problems when running latest DirectX games.

Checking my system specification

Please take time to **ensure your system meets the configuration requirements**, detailed on the packaging.

The **DirectX Diagnostic Tool** can provide you with information about your system specification if you are unsure of your PC's current specifications. To run the DirectX Diagnostic Tool, click onto the **Start** button and select **RUN**. In the open box type **DXDIAG**. The DirectX Diagnostic Tool appears, giving you access to all details about your system or video and sound cards. It is possible to control if video display and sound are running properly, by clicking on the relevant buttons proposing you to test **DirectDraw**, **Direct3D** and **DirectSound**.

Note: unless you are an advanced user we do not recommend changing any of the **options** in the DirectX Diagnostic Tool.

Before starting your game

In some cases, programs that are running on your system can monopolise resources that the game needs in order to run properly. Not all of these programs are immediately visible, and many activate automatically on start up. There are a number of programs known as "**background tasks**", that are always running on your system. In some cases, these may cause the game to crash or lockup. As such, we recommend that you deactivate these "background tasks" prior to playing.

• If your system is running **Anti-Virus** or **Crash Guard** programs, we suggest you, if you are not advised to do so, to close or disable them before running the game. To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select CLOSE, DISABLE or the relevant option.

• Once Anti-Virus and Crash Guard programs have been disabled, you should end general background tasks as these can sometimes cause problems when installing or running PC games. Consult "How to end all unnecessary general background tasks" section.

Cleaning up the system.

Before you install any software, it is critical that your hard disk be in optimum working order. We recommend that you get into the habit of performing regular "**house keeping**" on your PC. ScanDisk, Disk Defragmenter and Disk Cleanup are the tools that you need to use to keep everything running smoothly. Such good practise offers you the best chance of running today's game with minimum issues. As an added benefit, a clean system will operate more efficiently, and other software applications you use may run more quickly and stably.
Consult the Windows Help Guides for information on running the **ScanDisk/Error-checking**, **Disk Defragmenter** and **Disk Cleanup** tools.

Using Windows help
1 Click onto the Start button and select Help (or Help and Support for Windows XP users) to bring up the Windows Help Guides.
2 Now, click the Search section and in keywords such as "ScanDisk" (Win 98/ME), "Error-checking" (Win 2000/XP), "Defrag" and "Disk Cleanup" to find the guides that help you to run these tools.

Game crashing or locking up?

When running games that use the latest version of DirectX, you must ensure your computer is running the very latest **driver** for your video card. Doing so can help solve crashes and lock-ups in games.

• **First of all**, try downloading the latest dri ver from the video card manufacturers website. Listed below are the most popular **video card**

Asus :	http// www.asus.com
ATI:	http// www.ati.com
Creati ve Labs :	http// www.europe.creati ve.com
Guillemot :	http// www.guillemot.com
Hercules :	http// www.hercules.com

Creati ve Labs :	http// www.europe.creati ve.com
C- Media :	http// www.cmedia.com.tw
Diamond :	http// www.diamondmm.com
ESS:	http// www.esstech.com
Videologic :	http// www. videologic.com
Yamaha :	http// www.yamaha.com

• **If there is no improvement**, try downloading the latest dri ver pro vided by the **video card chipset manufacturer:**

NVidia :	http:// www.n vidia.com
ATI:	http:// www.ati.com
Power VR:	http:// www.power vr.com
Matro x:	http:// www.matro x.com
S3:	http:// www.s 3graphics.com
Intel :	http:// www.intel.com

• Choppy or stuttering sound , or sound that cuts in and out? Try downloading and then installing the latest **driver for your sound card**:

How to end all unnecessary general background tasks.

Important note: Ensure that you re - enable background tasks after playing by restarting your computer , doing so will **reactivate automatically** all of the background tasks that you ended.

Windows 98/ME
1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The close program window appears with a list of all background tasks currently running on your system.
2 To end a background tasks , click on its name in the list, then click the End Task button. Note :It is important that you **DO NOT CLOSE** the background tasks named **Explorer** and **Systray** as these tasks are necessary for Windows to operate. All other background tasks may be closed.
3 The Close Program Window closes and the task is ended. Repeat the abo ve steps to close down any / all other background tasks.

Windows 2000/XP Professional
1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Security window appears.
2 Click Task Manager to open the Windows Task Manager. To end a background task , click on its name in the list under the Application tab , then click the End Task button.
Note : Depending on your settings , when pressing CTRL , ALT and DELETE some Windows 2000 / XP Professional users may bypass the Windows Security window and go straight to the Windows Task Manager.

Windows XP Home
1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Task Manager window appears.
2 To end a background task , click on its name in the list under the Application tab , then click the End Task button.

If you finally decide to call the hotline:

Before making your call, we ask you to **sit at your computer**, have the following inf ormation available (see "Checking my system specification "), and be ready to take notes :

- System Make and Model
- Processor Type
- Operating System , including version number if po ssible (such as Windows ®98; Windows ® Me)
- RAM (Memory)
- Video and sound card data and dri vers
- Any screen or err or messages you 've encountered (and where)

1 Introduction

Later, people said that the stranger came from the north, through the Ropers' Gate. He came on foot, leading a heavily laden horse by the bridle. It was late in the day; the stalls of the ropers and saddlers were closed, and the street was empty. Although it was hot, the man had a black coat thrown over his shoulders. He drew attention.

The stranger wasn't old, yet his hair was almost completely white. Under his coat he wore a worn leather jerkin with ties at the neck and shoulders. When he removed his coat, everyone saw the sword belted behind his back. There was nothing remarkable in that; in Vizima almost everyone went armed; but no one carried his sword behind him like a bow or quiver.

The stranger didn't sit at a table among the few who were there; he stood at the bar watching the tavern keeper. He took a pull from the mug.

"Pay and get out!" shouted the beak-nosed lout.

Only now did the stranger turn to look at him.

"I'll finish my beer."

"We'll help you," said the lout through his teeth. He slapped the mug from the Rivian's hand and at the same time grabbed the belt that went across the Rivian's chest. One of the men behind raised a fist to deal a blow.

The stranger twisted in place, knocking Pockmarked off balance. The sword hissed from its scabbard and gleamed briefly in the light of the torches. There was a struggle, a scream. One of the customers bolted for the door. A chair overturned with a crash; crockery hit the floor, contents splashing. The tavern keeper, his lips atremble, saw the hideously sliced face of Pockmarked, who, clutching the edge of the counter, sank and disappeared from view, like a man drowning. The other two lay on the floor. One didn't move; one writhed and twitched in a quickly spreading pool of dark blood. In the air hung the thin, hysterical shriek of a woman, hurting the ears. The tavern keeper shuddered…

From *Spellmaker* by Andrzej Sapkowski published
in 'A Polish Book of Monsters' edited and translated by Michael Kandel

Welcome to the world of The Witcher – a world ravaged by postwar chaos, where rulers, heedless to the misery of the common folk, have taken to amassing spoils instead of rebuilding what has been destroyed. In these lands devastated by plagues, amidst charred ruins and on blood-soaked battlefields, monsters and beasts have proliferated. They testify to the eternal need for witchers, dedicated professional monster-slayers. Yet not many witchers remain. You are one of them – Geralt of Rivia, the White Wolf.

The Witcher marks a return to the traditional, multi-themed role-playing game. Combining spectacular combat with an intriguing story set in a world pulsating with life, it offers a choice of isometric and over-the-shoulder views, and a range of options for controlling Geralt as he faces adversity and navigates the rapids of history. Become Geralt of Rivia, the legendary monster-slayer, and journey through a war-ravaged land where a battle now rages for influence and power, a battle that will inexorably draw you in...

The Witcher was developed by people who share a fascination for a book that nearly two decades ago changed the fantasy genre for many. As fans of traditional role-playing games, we hope to change the gaming experience for fellow RPG enthusiasts. Achieving this will be our greatest reward.

Share your experience at
www.thewitcher.com

Until we meet again!
The CD Projekt RED Team

2 Notable Places

Kaer Morhen

Meaning "old sea fortress" in the elven tongue, Kaer Morhen is a remote mountain stronghold that has for centuries served as the headquarters of the witchers' guild. The castle's times of greatness have passed and a cold wind now blows through its halls. Only a handful of witchers live here now, though there was a time when many young men underwent gruesome training along the infamous "Gauntlet" near Kaer Morhen.

Temeria

Ruled by the wise King Foltest, this once-powerful realm has regained importance in recent years. Temeria mints its own coin – the oren. A multicultural state, it is home to humans, dwarves, elves, gnomes and dryads. Temeria has largely lifted itself from the devastation of the war with Nilfgaard, yet much of the kingdom continues to be ravaged by monsters. Thus, the witcher's profession is once again in demand, though most common folk fear, and some even disdain, the monster-slayers.

Vizima

Vizima is Temeria's capital and largest city. Located along Lake Vizima, where important trade routes intersect, the city profits from commerce. Vizima is divided into three large districts. The Temple Quarter is the poorer of these, while the city's wealthy and influential citizens inhabit the Trade Quarter. The Royal Castle is located in the Royal Quarter, the most exclusive and least accessible of the city's districts.

The Outskirts

Like every metropolis, Vizima has its Outskirts. Near the city walls stand the houses of townsfolk who could not afford to live in the city or could not stand the stench of Vizima's gutters. At a distance, among fields and meadows, stand peasant homes, many of them empty, their owners the victims of war, monsters or disease.

The Hairy Bear Inn

The Hairy Bear is for the indiscriminate. The innkeeper skimps on portions and waters down his ale, and vermin already inhabit the thin mattresses in his guest rooms. Yet there's plenty of entertainment, as it draws hosts of hustlers, drunkards, and illegal fight fans.

The Sewers

Vizima's sewers date from a time when an ancient elven city stood on the site. Little remains of the underground structures' former greatness, but they still serve

their function well, carrying off sewage from the entire city, making the stench of its gutters a little less appalling. The sewers connect the city's Temple and Trade quarters.

The Dike
Merchants and travelers dock their boats at this landing just outside Vizima's walls. Ferrymen offer transport to the nearby swamp while merchants can be persuaded to sell goods before they find their way to market stalls. The Dike also offers access to Old Vizima, the gate to which has been closed under the quarantine.

The Cloister of the Order
There is only one haven of law and order in Vizima's Temple Quarter, and that is the cloister, the seat of the Order of the Flaming Rose. Crimson banners embroidered with roses hang at its entrance. Only the select are allowed inside.

The Swamp
This vast marshland across the lake from Vizima is home to small human communities and rather large monsters. It is hardly safe, even in daytime.

The New Narakort Inn
The New Narakort is a large and classy inn frequented by Vizima's rich and powerful. It is the perfect place to enjoy conversation over a goblet of good wine, play dice with sophisticated partners, or try your strength against the capital's best fist fighters. In the evenings, the New Narakort hosts "invitation-only" receptions.

Old Vizima
In moving his seat from the Old Manor to the Royal Castle, King Foltest began the arduous process of changing Vizima from a wooden village into a brick town. After the war, the quarter adjacent to the king's former home became a nonhuman ghetto. Elves and dwarves, assimilated or not, were resettled to this place where even the most destitute humans refuse to live.

The Swamp Cemetery
When the Royal Court gathered at the Old Manor, the nearby swamp was regularly drained and cleared of monsters. A good part of the marsh was an old cemetery dating to elven times. Vizima's main necropolis now lies within its walls, while the swamp cemetery is reputed to be a dangerous place. Muddy waters flood many crypt entrances while myriad creatures roam amidst its vapors. Nevertheless, some exiles from Old Vizima have found refuge in the small caves that litter the marsh.

3 Notable Characters

Geralt of Rivia

The bard Dandelion's ballads provide an account of Geralt of Rivia's many adventures. Those who read them might well think the White Wolf was the most famous witcher of his time, a participant of epic events, including the mages' rebellion on Thanedd Island. Dandelion devotes much attention to Geralt's struggles against monsters, to his famed romantic entanglements, and to his love for a certain sorceress.

Vesemir

Though the eldest and most experienced witcher, like the other members of the caste Vesemir winters at Kaer Morhen and sets off on his Path with the advent of spring. Robust and lively despite his age, Vesemir is an expert swordsman and taught Geralt all he knows.

Triss Merigold

Triss has known Geralt for some time. She is a friend of the Kaer Morhen witchers and, though a sorceress and outsider, she is one of the few to know the way to their secluded fortress. She can safely be counted among Geralt's friends.

Velerad

Velerad governs Vizima and in Foltest's absence holds the highest authority in the city and the country as a whole. The burgomeister knows Geralt from long ago, having negotiated with him the price for lifting the curse that turned Princess Adda into a striga.

Adda

Princess Adda was born of an incestuous union. The curse of a jealous suitor for her mother's affections caused Adda to be born a striga. Rapidly achieving solid proportions, for several years she roamed Old Vizima, terrorizing its citizens and devouring unfortunates. None could kill her or break the spell that bound her. Then Geralt of Rivia came along...

Dandelion

Ostensibly Geralt's best friend, Dandelion is a gossip, a jester and a loafer. He is at once a successful ladies' man, though this often gets him into trouble. Dandelion is also an undeniably talented artist.

Shani

Shani and Geralt met through Dandelion long ago in Oxenfurt. A graduate of the medical school there, Shani is now a dedicated professional. She is mature beyond her age, having spent the Battle of Brenna treating the wounded in a field hospital.

Zoltan Chivay

Zoltan Chivay claims to have witnessed Geralt's death during a massacre of nonhumans in Rivia. Appearing to be reasonable and pragmatic, Zoltan maintains perspective on the surrounding world, sarcastically commenting on events. Like other nonhumans, he is troubled by the growing racism he observes in Temeria.

4 Before You Play

4.1 Installing the Game and Drivers

Installation of DirectX®

The Witcher DVD-ROM requires DirectX® 9.0c or higher in order to run. If you do not have DirectX® 9.0c or higher installed, click "Yes" to accept the DirectX® 9.0c License Agreement. This will then launch the DirectX® 9.0c Install.

4.2 New Game

Select to start a new game. You will be asked to choose one of three difficulty levels:

Easy – perfect for novice players (not only of The Witcher). At this level, game elements are introduced gradually. Opponents cause less damage and Geralt gains experience more quickly. During combat, additional signals help you click your way through fluid attack sequences.

Medium – recommended for experienced gamers who are new to The Witcher. Attack sequences are not assisted and click intervals are shorter. Opponents have standard attributes and Geralt gains experience at a standard rate.

Hard – for highly experienced players. Monsters and other opponents are significantly more powerful, click intervals are brief, and Geralt gains experience more slowly. At this level, selected opponents cannot be defeated without resorting to alchemy.

Click intervals are brief, and Geralt gains experience more slowly. At this level, selected opponents cannot be defeated without resorting to alchemy. Having chosen your difficulty level, you will be asked to select your preferred control mode. Choose between Mouse mode, where you control Geralt using your mouse in Isometric and Hybrid camera views, and Keyboard and Mouse, which activates an over-the-shoulder (TPP) view typical of action-adventure games. You can switch between control modes during the game.

4.3 Options

Select to customize controls, camera behavior, hotkey assignments, and sound and video settings. Click ACCEPT to save new settings, REVERT to cancel any changes made.

4.3.1 Game Options

Use this screen to configure game settings like floating text, subtitles, voice-over and subtitle languages, camera mode, camera sensitivity, screen-edge camera scroll, and mouse inversion.

4.3.2 Video Options

Use this screen to configure display parameters like resolution, gamma correction and full screen mode.

4.3.3 Sound Options

Use this screen to configure sound effects and music, and to toggle Creative EAX® technology.

4.3.4 Controls

Use this screen to customize hotkey settings. To assign a hotkey, click on an option, then press the key to which you want it assigned. Press ENTER to commit the hotkey assignment and click ACCEPT to save your customized configuration. Click REVERT to cancel any new hotkey assignments. Press the ESC key to both cancel new assignments and exit the screen.

4.3.5 Advanced Options

Use this screen to configure advanced options associated with the game engine, including shadow, texture and lighting quality, anti-aliasing, and the like.

4.4 Loading/Saving Game

You should occasionally save your game status. Doing so will save time should Geralt perish or should you need to restart for any other reason. To save a game, open the Main Menu and choose "Save Game." Double-click on a previously saved game status to overwrite it. Games can also be saved using the customizable Quicksave key, which creates a new file with the saved game status each time you use it. To load a saved game, use the "Load Game" command in the Main Menu. Press the Quickload key to load the most recent saved game.

4.5 In-Game Main Menu

While playing, press the ESC key or click on the System Options icon in the upper right of your screen to display a panel similar to the Main Menu.

4.6 Exit Game

Select to exit the game.

5 Game Initiation and Tutorial

When the game begins, you are Geralt of Rivia. You find yourself within the walls of the witchers' fortress of Kaer Morhen. Your first task is to assist the other witchers as they repel an attack by a group of mysterious intruders.

During initial game stages, a tutorial will assist you by explaining basic game elements.

5.1 Game Interface

The game interface provides access to all information that may prove useful to you in the game world.

5.1.1 Main Gameplay Screen

The Main Gameplay Screen provides a view of the game environment. This view depends on your choice of camera mode.

Non-Combat Mode – activates the default mode for interacting with neutral and friendly characters. In Non-combat mode, Geralt sheathes all weapons. To activate this mode, click on the icon or press the corresponding hotkey (default: TAB).

Weapon quickslots – icons corresponding to any weapons Geralt possesses are displayed in this area. Click on the corresponding icon to draw a weapon. If you draw a sword, combat style icons will appear next to the sword icon (see section 6.2.1, "Witcher Combat Styles"). Weapons can also be assigned to hotkeys.

Potion quickslots – provide immediate access to potions placed on Geralt's belt in the Inventory. Potions can also be assigned to hotkeys.

Witcher's Signs – provide direct access to the Signs Geralt learns. Signs can also be activated by pressing their corresponding hotkeys.

Minimap – displays a map of the area where Geralt is located, shows camera orientation and displays a marker for your currently selected quest.

Time and location indicator – hover the cursor over this indicator to see the approximate time in the game world and the current location status (dangerous or safe). In locations that are safe, Geralt cannot draw weapons or use Signs unless he is attacked.

5.1.2 Medallion

Vitality – indicates Geralt's health and vitality, which decline as he takes blows and sustains wounds. If Vitality drops to zero, Geralt dies.

Endurance – indicates Geralt's condition and energy level. Geralt must be in good condition to cast Signs and block punches during fistfights, as well as to execute special attacks during sword combat. When you select a Sign, two indicators appear on the Endurance bar to show how much Endurance is required to cast the basic and enhanced versions of the Sign. The Sign cannot be cast if Endurance is below the indicated level.

Toxicity – represents Geralt's body toxicity deriving from the consumption of potions. Excessive toxicity adversely affects Geralt's abilities and may even lead to his demise.

Experience bar – fills in as Geralt gains experience. Each time the bar fills in completely, you advance to the next experience level.

5.1.3 Hero Panel

The Hero Panel displays the status of character features that include core character attributes, combat styles, and Signs, as well as feature enhancements and Geralt's current experience level. For detailed information, see section 7, "Character Development."

5.1.4 Inventory Panel

This panel shows the items in Geralt's possession.

The Inventory Panel has three sections corresponding to items Geralt wears, those found in his satchel and those in his alchemy sack. Items in the alchemy sack can be filtered according to alchemical substance using the buttons at the top of this section. The slots surrounding Geralt are used to store weapons, rings and potions. The number of these slots depends on Geralt's current armor. The trophy hook is used to store trophies Geralt collects while hunting unique monsters.--

Note! The trophy hook can hold only one trophy at a time.

5.1.5 Journal Panel

The Journal is the repository of all knowledge Geralt acquires during the game, ranging from information on quests, characters, monsters, alchemical ingredients and formulae, to political and historical background notes and information on game world locations.

Quests Tab

This tab shows the quests Geralt receives from other characters or acquires by reading announcements posted on notice boards.

Quest status – these icons indicate the status of quests:

Indicates successfully completed quests (Quests tab only)

Indicates active quests that can be tracked on the map using markers

Indicates quests that ended unsuccessfully

Indicates a new Journal entry and an update of an existing Journal entry

Note! The last indicator also applies to entries in the other Journal tabs.

Active quest and phase filters – toggle these switches to display only currently active quests and phases.

Characters Tab

This tab features descriptions of all significant characters you encounter or otherwise garner information about, either from sources like books and notes or from comments made by other characters. Descriptions expand as Geralt gains new information about individual characters.

Note! The Locations, Monsters, Alchemy, Ingredients, Glossary and Tutorial tabs have a similar layout.

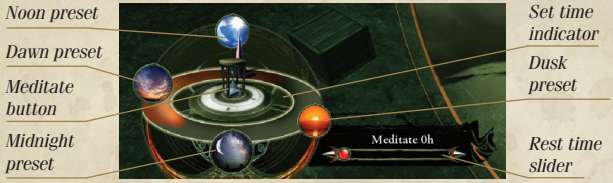
5.1.6 Map Panel

This panel displays a map of your current location. Hidden sections of the map are revealed as Geralt explores the game world.

The map indicates Geralt's current position (green arrow) and the location of people and places that could be instrumental to completing quests. Significant destinations might include city gates, houses of ill repute and characters important at specific story junctures. For more on the Map and Mini-map, see section 5.3, "Mini-map and Markers."

5.1.7 Meditation Mode

This mode, accessed through gameplay dialogues (see section 5.7, "Gameplay Dialogues") or by clicking a lit campfire, allows Geralt to rest and regenerate. Geralt needs several hours of rest to restore Vitality and clear residual Toxicity.



Check the current game time on the Time and location indicator beside the Mini-map, then select one of the four presets or use the slider to set the number of hours Geralt should rest. Once the rest time is set, click the MEDITATE hourglass to begin.

5.1.8 System Options

Click the topmost icon at the right of the screen to activate the Main Menu. For more information see section 4.5, "In-Game Main Menu."

Note! All panels can be closed by clicking the black "X" icon in the upper right corner of the screen.

5.2 Navigating the Game World

5.2.1 Camera/Control Modes

The camera can be set to operate in one of three modes.

High Isometric Mode – the world and Geralt are seen from above and at an angle. Left-click destination points to move Geralt in their direction. In this mode, camera forward and reverse tracking is blocked, while camera scrolling is limited to the horizontal axis.

The High Isometric mode is recommended for players who prefer to have an overview of their surroundings. Characters are clearly visible as is any action occurring near Geralt.

Low Isometric Mode – this mode similarly provides a view from above, though the camera is located closer to Geralt. Turn the camera by clicking and holding the scroll-wheel while moving the mouse or by running the cursor to the right or left edge of the screen (enable this option in Game Options – see section 4.5, "In-Game Main Menu").

The Low Isometric mode is recommended for players who want an overview of the general situation but also want to get closer to the action.

Over-the-Shoulder (OTS) – in this mode the game world is viewed over either Geralt's right or left shoulder (sides can be toggled using a customizable hotkey). Move Geralt using the W, S, A and D keys and use your mouse to rotate the camera.

OTS mode is recommended for players who prefer a fully dynamic and direct game experience.

High Isometric

Low Isometric

OTS

5.3 Mini-map and Markers

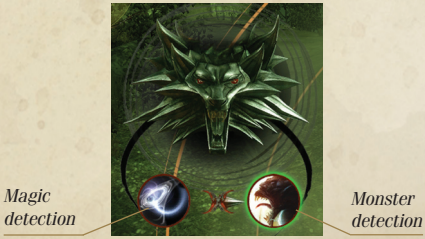
The Mini-map facilitates movement by showing Geralt's position in the current game area.

Use the Map Panel to mark important locations on the area map. Left-click to highlight markers and activate the destination point indicator on the Mini-map. Toggle quest tracking in the Quests tab of the Journal to highlight phase-related markers. Right-click to set and delete user-defined markers. You can set up to three markers.

5.4 Witcher's Medallion

The Witcher's Medallion vibrates when Geralt nears the sources to which it is tuned. The Medallion can be set to warn of beasts lurking in the vicinity or to indicate the proximity of magic emanating from Places of Power or magic-users.

Tune Medallion – access the Tune Medallion function by entering Meditation Mode and opening the Inventory.



5.5 Interaction

Left-click objects and characters to interact with them. Some actions are only possible in Non-Combat Mode, with all weapons sheathed. Geralt can also use the Aard and Igni Signs on selected objects.

5.5.1 Cursors

The cursor changes to indicate the default action that will be performed when you left-click.

Pointing gauntlet – the basic game indicator in game panels; in the main game interface, use this cursor to switch between game panels, display floating text, and to select character mode, weapons, Signs and potions.

Arrow – the basic movement indicator in the Isometric and Hybrid modes. Click on the ground to move Geralt to a given point.

Disabled arrow – indicates non-clickable game areas.

Talk – click to activate conversations with other characters.

Mute – indicates characters who will not speak to Geralt.

Hand-and-lever – click to operate, open or search an object.
If an item is searchable, you can click on it while holding down CTRL in order to automatically gather all items stored inside.

Open gauntlet – click to pick up an object.

Sword – click to initiate an attack on the indicated target.

Flaming sword – click to initiate the next attack in the sequence (available only in Easy and Medium modes).

Disabled sword – displayed when clicking would interrupt the current attack sequence (available only in Easy mode).

Fist – click to attack a target with your fi sts (available only during Fistfights).

Fist and cross-hairs – click to extend the current punch sequence (available only during Fistfights).

Gate – click to open a door or gate.

5.6 Dialogue

During conversations with others characters, a list of dialogue options appears at the bottom of the screen. Important and quest-related lines customarily appear at the top of the list. Dialogue options are generally arranged to reflect narrative structures. Select lines by clicking them or by pressing their corresponding hotkeys (1, 2, 3, 4, etc.).

5.7 Gameplay Dialogues

In addition to dialogue lines, the dialogue area may include one or more gameplay icons that might significantly affect game progress if clicked. Gameplay icons allow you to interact directly with characters in one of the following ways:

Trade – activates the option to trade with characters who have goods to sell or are willing to purchase items from Geralt.

Storage – activates the option to transfer items from Geralt's inventory to other characters for collection at a later time. Geralt can later collect stored items from any character offering the "Storage" option.

Pay – activates the option to pay a pre-agreed amount of money to characters in exchange for information, right of passage, and other services.

Bribe – activates the option to bribe characters in an effort to persuade them to do something. When the bribe is not pre-agreed, use the slider to adjust the amount to be paid.

Gift – activates the option to present gifts to characters.

Signet – shows characters symbols that might change their attitude toward Geralt. attitude. This option is available only when Geralt is wearing a ring (see section 5.1.4 "Inventory Panel").

Rest/Meditation – activates Meditation Mode. Using this gameplay icon in taverns and inns may involve paying a modest sum to rent a room.

Weapon Enhancement – activates the option to enhance weapons already in Geralt's possession. For more information on upgrading weapons, see section 9.1, "Enhancing Swords and Armor."

Fistfight – activates the Fistfight mini-game and opens a betting panel. For detailed information see section 10, "Mini-Games."

Dice Poker – activates the Dice Poker mini-game. For detailed information see section 10, "Mini-Games."

Drink – activates the Drink Up mini-game. By drinking with other characters, Geralt can win their favor and gain additional information. For details see section 10, "Mini-Games."

5.8 Combat

Foes are highlighted in red (character name and circular vitality bar around their feet). When Geralt's weapons are sheathed, clicking on foes will cause Geralt to attack them using the weapon and combat style last employed. With a weapon drawn, attack foes by left-clicking on them. In locations classified as dangerous (see the Time and location indicator), blue-highlighted neutral characters can also be attacked. Characters highlighted in green are Geralt's allies and cannot be attacked.

5.9 Rest and Meditation

When Geralt is seriously wounded in a fight, shows dangerous toxicity levels after drinking numerous potions, has new Talents that need to be developed into skills and abilities, or just needs to brew alchemical mixtures, look for a fireplace and left-click to light a fire and enter Meditation Mode. Dead fires can be lit using flint or the Igni Sign. Geralt can also meditate at inns and in selected characters' homes. In these instances, left-click the Rest/Meditation gameplay icon within dialogues to activate Meditation Mode.

6 Combat

Your experience of game combat in The Witcher will vary depending on the control mode you choose (see section 5.2, "Navigating the Game World").

6.1 Movement

In the High and Low Isometric modes, movement is based on a point-and-click system. Left-click to both move Geralt into position and to perform attack sequences and special maneuvers (more information below). These modes offer a broader view of the combat situation that encompasses surrounding events. However, the combat experience is generally less dynamic than that provided in Over-the-Shoulder mode.

In OTS mode, movement and special maneuvers are keyboard-controlled (defaults: W, S, A, D). Use your mouse to control camera rotation. Target foes using the centrally placed indicator and click to attack. In this mode, combat is dynamic and exciting, but provides no tactical advantage over combat in the isometric modes.

6.1.1 Special Maneuvers in Combat

Geralt may also execute three special maneuvers that are especially useful in combat situations. Geralt can only perform these in combat position (sword drawn).

Jump/Roll – this maneuver allows Geralt to quickly reduce or increase the distance to foes and thus change tactical position or retreat out of an opponent's range. In Isometric modes, double-click at a distance from Geralt to indicate the direction of the move. In OST mode, double tap the appropriate direction key (defaults: W, S, A, D). This maneuver can be executed from any position.

Leap/Spin – this maneuver is perfect when Geralt is surrounded by multiple foes or when an opponent stands between him and his intended destination. The move allows Geralt to leap over opponents standing opposite him or to execute a spin, dispersing swarming opponents and assuming a new tactical position. In the Isometric modes, double-click behind foes to leap over or spin past them. In OST mode, double tap the "forward" key (default: W). Geralt must be very near opponents to execute this move.

Quick Turn – this maneuver spins Geralt around 180° to quickly face opponents attacking from behind or to turn around immediately after executing a Leap or Spin. Chiefly helpful in OST mode, the maneuver is activated by pressing the corresponding hotkey (default: F).

6.2 Sword Combat

In all control modes, left-click foes to attack them. Geralt employs blows matching the currently selected combat style.

6.2.1 Witcher Combat Styles

Witchers are trained in three core combat styles designed for use against different foes. They are the Strong Style, the Fast Style and the Group Style. Given that witchers use two swords (steel and silver), Geralt has access to a total of six fighting styles, three per sword. Each style involves a different set of capabilities and produces a different combat dynamic.

Strong Style – emphasizing power over quickness and precision, this style is ideal for fighting slower, heavily armored foes possessing greater endurance. The Strong Style is not effective against lightly armored, agile targets.

Fast Style – the opposite of the Strong Style, this consists of striking quickly using truncated blows with little follow through that are ideal against lightly armored, hard-to-hit foes. The Fast Style inflicts limited damage and is not effective against armored opponents possessing greater endurance. One of this style's chief benefits is its high strike rate, which prevents foes from mounting effective counterattacks.

Group Style – chiefly designed for weak foes who attack in numbers, this style consists of sweeping, high-energy blows that allow Geralt to hit multiple targets simultaneously. Only moderately effective against individual foes, its usefulness increases with the number of enemies Geralt faces. It is ideal in situations where Geralt is ambushed by many opponents, though it simultaneously exposes him to potentially dangerous attacks from behind.

Note! During combat you need not worry about parrying or evading opponents' blows except through special maneuvers. As a well-trained swordsman, Geralt has a good chance of parrying and dodging blows and does so automatically whenever possible.

The Witcher's swords also have different applications:

Steel Sword – witchers use steel swords (often forged of meteorite steel) against foes immune to silver and representatives of the intelligent races, including humans, elves, dwarves and vodyanoi. The sheer weight of the blade renders this sword a two-handed weapon.

Silver Sword – featuring a delicate silver blade, this sword is designed for use against post-conjunction creatures like vampires, necrophages and others susceptible to the semiprecious metal. A light weapon, it can easily be wielded with one hand.

Note! Sword icons may vary depending on the weapons in Geralt's possession.

Though skilled in the use of other weapons like flails, daggers, battle-axes and maces, Geralt does not employ any of the witcher combat styles when using these. Made of steel, such weapons are also ineffective against creatures born of magic.

6.2.2 Sequences

In addition to standard combat movement and sword blows, Geralt is capable of executing a range of attacks specific to witchers and the weapons they use. These attacks include sequences as well as special and finishing blows.

Sequences

Click on opponents to initiate the first attack in a sequence (consisting of several blows). As Geralt completes the attack, click again to initiate the next attack in the sequence. Several visual signals and one audio signal will assist your timing:

Flaming sword (available only in Easy and Medium modes) – as an attack ends, the standard sword icon changes into a flaming sword.

Whirl – at the end of an attack, Geralt executes a circular sword movement.

Streak – a fiery streak follows Geralt's blade as he executes the whirl.

Slash – the sound of a sword slashing the air accompanies the end of each attack.

Taking your cue from the signals listed above, click on opponents as the preceding attack ends to continue to the next attack. As you gain experience, your sense of the rhythm of individual combat styles will improve. In time, Geralt's movement will acquire a flow without your relying on the signals described above.

Each subsequent attack inflicts greater damage and often has special features. The number of attacks available in each combat style depends on the number of levels of that style that have been unlocked, up to a maximum of six. The most advanced available attack is called the "Final strike" and inflicts additional damage.

6.2.3 Special and Finishing Attacks

Special Blows
Once attained, the fourth level of each combat style provides access to exceptionally powerful blows. Left-click and hold on a target to perform any of these special strikes. A powerup bar will appear at the bottom of the screen. Once the bar is fully loaded, release the left mouse button to have Geralt attack his opponents using a powerful, exceptional blow.

Note! Special blows tire Geralt and result in notable losses of Endurance.

Coups de Grace
In special circumstances, Geralt can perform finishing blows known as coups de grace, killing foes immediately and in spectacular fashion. Coups de grace can be executed against foes who have been stunned or knocked down using a Sign or a special combat feature (see explanation below). Click on stunned or knocked down opponents before they regain full awareness or rise to their feet. Geralt will then attack and perform a coup de grace.

6.2.4 Summary of Witcher Combat Styles

Note! Style enhancements are not cumulative.

Strong Steel					
Basic Levels					
	First attack, consists of two blows. Causes modest damage to strong opponents. Reduces target's armor. Complete sequence consists of 3 attacks.	Second attack, consists of two blows. Causes moderate damage to strong opponents and increases chance of causing Bleeding. Reduces target's armor. Complete sequence consists of 4 attacks.	Third attack, consists of five blows. Causes serious damage to strong opponents and increases chance of causing Bleeding. Significantly reduces target's armor. Complete sequence consists of 5 attacks.	**The Reaper** – special attack. Consists of two blows. Causes severe damage and significantly reduces target's armor. Doubles chance of causing Stun and Dislodge Shield. Uses up Endurance.	Fourth attack, consists of four blows. Causes overwhelming damage to strong opponents and increases chance of causing Bleeding. Severely reduces target's armor. Complete sequence consists of 6 attacks.
Enhancements	**Cut at the Jugular I** Modestly increases chance of causing Bleeding.	**Cut at the Jugular II** Increases chance of causing Bleeding.	**Cut at the Jugular III** Significantly increases chance of causing Bleeding.		
	Crushing Blow I Modestly increases damaged inflicted on opponents.	**Crushing Blow II** Increases damage inflicted on opponents.	**Crushing Blow III** Significantly increases damage inflicted.		
	Bloody Frenzy I Increases damage inflicted on opponents when Geralt is heavily wounded.	**Bloody Frenzy II** Significantly increases damage inflicted on opponents when Geralt is heavily wounded.	**Bloody Frenzy III** Very significantly increases damage inflicted on opponents when Geralt is heavily wounded.		

Fast Steel					
Basic Levels	I →	II →	III →	IV →	V
	First attack, consists of two blows. Causes limited damage to fast opponents. Modestly increases hit and parry efficiency. Complete sequence consists of 3 attacks.	Second attack, consists of four blows. Causes moderate damage to fast and agile opponents. Moderately increases hit and parry efficiency, raises chance of causing Pain. Complete sequence consists of 4 attacks.	Third attack, consists of five blows. Causes serious damage to strong opponents and increases chance of causing Bleeding. Significantly reduces target's armor. Complete sequence consists of 5 attacks.	**The Twister** - special attack. Consists of four blows. Inflicts considerable damage and significantly raises parry efficiency. Doubles chance of causing Disarm. Uses up Endurance.	Fourth attack sequence, consists of four blows. Considerably increases hit and parry efficiency while doubling chance of causing Pain. Complete sequence consists of 6 attacks.
Enhancements	**Paralysis I** Modestly increases chance of causing Pain.	**Paralysis II** Moderately increases chance of causing Pain.	**Paralysis III** Considerably increases chance of causing Pain.		
	Hail of Blows I Modestly increases damage inflicted on opponents.	**Hail of Blows II** Moderately increases damage inflicted on opponents.	**Hail of Blows III** Considerably increases damage inflicted on opponents.		
	Sever Sinews I Modestly increases chance of causing Pain in heavily wounded opponents.	Sever Sinews II Moderately increases chance of causing Pain in heavily wounded opponents.	Seve III Significantly increases chance of causing Pain in heavily wounded opponents.		

Group Steel					
Basic Levels	I →	II →	III →	IV →	V
	First attack, consists of two blows. Causes limited damage to opponents swarming Geralt and modestly raises hit efficiency. Complete sequence consists of 3 attacks.	Second attack, consists of five blows. Causes moderate damage to opponents swarming Geralt and moderately raises hit efficiency. Complete sequence consists of 4 attacks.	Third attack, consists of five blows. Causes serious damage to opponents swarming Geralt and considerably increases hit efficiency. Complete sequence consists of 5 attacks.	**The Executioner** - special attack. Consists of five blows. Inflicts significant damage on opponents. Uses up some Endurance.	Fourth attack, consists of three blows. Causes very serious damage to opponents swarming Geralt. Complete sequence consists of 6 attacks.
Enhancements	**Precise Hit I** Modestly increases chance of inflicting critical damage on opponents.	**Precise Hit I** Moderately increases chance of inflicting critical damage on opponents.	**Precise Hit III** Significantly increases chance of inflicting critical damage on opponents.		
	Half-Spin I Modestly increases damage inflicted on opponents.	**Half-Spin II** Moderately increases damage inflicted on opponents.	**Half-Spin III** Considerably increases damage inflicted on opponents.		
	Trip I Modestly increases chance of causing Knockdown when Geralt is fighting at least three opponents at once.	**Trip II** Moderately increases chance of causing Knockdown when Geralt is fighting at least three opponents at once.	**Trip III** Significantly increases chance of causing Knockdown when Geralt is fighting at least three opponents at once.		

Strong Silver					
Basic Levels					
	First attack, consists of two blows. Causes limited damage to strong opponents. Reduces target's armor. Complete sequence consists of 3 attacks.	Second attack, consists of four blows. Causes moderate damage to strong opponents and increases chance of causing Bleeding. Reduces target's armor. Complete sequence consists of 4 attacks.	Third attack sequence, consists of five blows. Causes serious damage to strong opponents and increases chance of causing Bleeding. Significantly reduces target's armor. Complete sequence consists of 5 attacks.	**Uppercut** - special attack. Consists of two blows. Causes severe damage and significantly reduces opponent's armor while doubling the chance of causing Knockdown. Uses up some Endurance.	Fourth attack, consists of four blows. Causes overwhelming damage to strong opponents and increases chance of causing Bleeding. Severely reduces target's armor. Complete sequence consists of 6 attacks.
Enhancements	**Deep Cut I** Modestly increases chance of causing Bleeding.	**Deep Cut II** Increases chance of causing Bleeding.	**Deep Cut III** Significantly increases chance of causing Bleeding.		
	Mortal Blow I Modestly increases damage inflicted on opponents.	**Mortal Blow II** Increases damage inflicted on opponents.	**Mortal Blow III** Significantly increases damage inflicted on opponents.		
	Patinado I Modestly increases damage caused to opponents affected by Incineration.	**Patinado II** Increases damage caused to opponents affected by Incineration.	**Patinado III** Considerably increases damage caused to opponents affected by Incineration.		

Fast Silver					
Basic Levels					
	First attack, consists of two blows. Causes modest damage to fast and agile opponents. Modestly increases hit and dodge efficiency. Complete sequence consists of 3 attacks.	Second attack, consists of five blows. Causes moderate damage to fast and agile opponents. Increases hit and dodge efficiency and chance of eliciting Pain. Complete sequence consists of 4 attacks.	Third attack, consists of five blows. Causes considerable damage to fast and agile opponents. Significantly increases hit and dodge efficiency while raising the chance of eliciting Pain. Complete sequence consists of 5 attacks.	**Piercing Light** - special attack. Consists of three blows. Causes severe damage, significantly increases hit and dodge efficiency. Uses up some Endurance.	Fourth attack, consists of five blows. Considerably increases hit and dodge efficiency while raising the chance of eliciting Pain. Complete sequence consists of 6 attacks.
Enhancements	**Crippling Pain I** Modestly increases chance of causing Pain.	**Crippling Pain II** Increases chance of causing Pain.	**Crippling Pain III** Considerably increases chance of causing Pain.		
	Flash Cuts I Modestly increases damage inflicted on opponents.	**Flash Cuts II** Increases damage inflicted on opponents.	**Flash Cuts III** Considerably increases damage inflicted on opponents.		
	Sinister I Modestly increases damage caused to opponents affected by Blindness.	**Sinister II** Increases damage caused to opponents affected by Blindness.	**Sinister III** Considerably increases damage caused to opponents affected by Blindness.		

Group Silver					
Basic Levels					
	First attack, consists of two blows. Causes limited damage to opponents swarming Geralt and modestly raises hit efficiency. Complete sequence consists of 3 attacks.	Second attack, consists of four blows. Causes moderate damage to opponents swarming Geralt and increases hit efficiency. Complete sequence consists of 4 attacks.	Third attack, consists of five blows. Causes considerable damage to opponents swarming Geralt and significantly increases hit efficiency. Complete sequence consists of 5 attacks.	**The Torcher** - special attack. Consists of a single blow. Causes significant damage and increases chance of causing Incineration. Uses up some Endurance.	Fourth attack, consists of six blows. Causes severe damage to opponents swarming Geralt. Complete sequence consists of 6 attacks.
Enhancements	**Critical Hit I** Modestly increases chance of causing critical damage to opponents.	**Critical Hit II** Increases chance of causing critical damage to opponents.	**Critical Hit III** Considerably increases chance of causing critical damage to opponents.		
	Tem est I Modestly increases damage inflicted on opponents.	**Tempest II** Increases damage inflicted on opponents.	**Tempest III** Considerably increases damage inflicted on opponents.		
	Knockdown I Modestly increases chance of causing Knockdown when Geralt faces at least three foes.	**Knockdown II** Increases chance of causing Knockdown when Geralt faces at least three foes.	**Knockdown III** Considerably increases chance of causing Knockdown when Geralt faces at least three foes.		

6.3 Witcher's Magic

Though they are not warrior mages who employ powerful spells, witchers can cast simple magic spells that can prove effective when used properly. Witchers call these spells Signs and usually use them against monsters, though they also have non-combat applications.

6.3.1 Signs

Witchers employ five Signs. These can be upgraded like any other character feature (see section 7, "Character Development").

The Aard Sign – A telekinetic thrust that repels and knocks down opponents. The Aard is ideal for combating foes who surround Geralt, but can also be used to destroy barriers and perform other physically arduous tasks.

The Quen Sign – A protective field that surrounds Geralt, rendering him temporarily untouchable. In combat, the Quen facilitates potion consumption and non-combat actions by protecting Geralt from his opponents' blows. Any offensive action terminates the Sign's effects.

The Yrden Sign – A magic trap cast on the ground or floor, the Yrden produces various effects in foes, including Pain, Blinding, Poisoning and the like. The Sign can be enhanced to cause an increased number of effects simultaneously in a single target or to have a greater effective range against multiple targets.

The Igni Sign – Once enhanced, this pyrokinetic wave can be used to incinerate foes. In its basic form it is an effective weapon against opponents susceptible to flames and can also be used as a substitute for flint to ignite campfires.

The Axii Sign – A psychic wave that gives Geralt influence over others, the Axii can be used to charm, briefly stun or install panic and fear in foes. When highly enhanced, it can enchant opponents so effectively as to render them Geralt's temporary allies.

Learning Signs

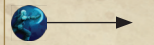
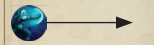
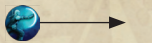
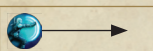
In the course of play, you will encounter Places of Power – sites where Geralt may re-learn the Signs he once knew. Left-click on these sites to enter them. Geralt will emerge having learned one of the Signs.

Places of Power corresponding to Signs which Geralt already knows will enhance those Signs temporarily.

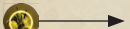
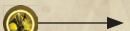
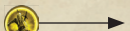
Sign Powerup
Just as Geralt's sword sequences can feature special strikes, so Signs can be powered up. This ability must be acquired for each Sign at each level. To powerup Signs, right-click and hold (on an opponent in the case of offensive Signs) until the powerup bar is fully loaded. Release the mouse button at the most opportune moment to discharge the accumulated energy.

6.3.2 Summary of Witcher Sign Enhancements

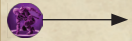
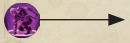
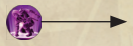
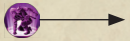
The Aard Sign

Special Attacks					
	Student A telekinetic thrust causing Knockdown. Affects all enemies within a 180 degree angle in front of Geralt.	**Apprentice** A telekinetic thrust of greater range and intensity. Causes Knockdown and affects all enemies within a 180 degree angle in front of Geralt. Requires Student level.	**Specialist** A telekinetic thrust of greater range and intensity. Causes Knockdown and affects all enemies within a 270° angle in front of Geralt. Requires Apprentice level.	**Expert** A telekinetic thrust of great range and intensity. Causes Knockdown and affects all enemies around Geralt, possessing an effective angle of 360 degrees. Requires Specialist level.	**Master** A telekinetic thrust of vast range and intensity. Causes Knockdown and affects all enemies around Geralt, possessing an effective angle of 360 degrees. Requires Expert level.
Basic Levels					
	A telekinetic thrust of modest intensity, can cause Knockdown. Affects all enemies within a 90 degree angle in front of Geralt. The Intelligence attribute has a limited effect on its intensity.	A telekinetic thrust of medium intensity, can cause Knockdown. Affects all enemies within a 90 degree angle in front of Geralt. The Intelligence attribute has a limited effect on its intensity.	A telekinetic thrust of medium intensity, can cause Knockdown. Affects all enemies within a 90 degree angle in front of Geralt. The Intelligence attribute has a moderate effect on its intensity.	A telekinetic thrust of medium intensity, can cause Knockdown. Affects all enemies within a 90 degree angle in front of Geralt. The Intelligence attribute has a significant effect on its intensity.	A telekinetic thrust of great intensity, can cause Knockdown. Affects all enemies within a 90 degree angle in front of Geralt. The Intelligence attribute has a very significant effect on its intensity.
Enhancements	**Stun** Sign additionally causes Stun.	**Disarm** Sign may additionally cause Disarm.	**Blasting Fist** Increases chance of causing Knockdown when employing the special attack (Uppercut) in the Strong Silver style.	**Extended Duration** Increases duration of effects caused by Sign.	**Gale** Increases chance of causing Stun, Knockdown or Disarm.
		Gust Increases chance of causing Knockdown.	**Thunder** Increases chance of causing Stun when Geralt possesses the Stun enhancement.	**Added Efficiency** Reduces the Endurance cost for casting Sign.	

The Quen Sign

Special Attacks					
	Student Forms a protective field around Geralt, causing slight damage to assailants.	**Apprentice** Forms a protective field around Geralt, causing modest damage to assailants. Requires Student level.	**Specialist** Forms a protective field around Geralt, causing a moderate damage to assailants. Requires Apprentice level.	**Expert** Forms a protective field around Geralt, causing significant damage to assailants. Requires Specialist level.	**Master** Forms a protective field around Geralt, causing great damage to assailants. Requires Expert level.
Basic Levels					
	Forms a protective field with its own strength parameter, shielding Geralt from damage.	Forms a protective field with its own strength parameter, shielding Geralt from damage for a slightly extended time. Requires level 1 Intelligence.	Forms a protective field with its own strength parameter, shielding Geralt from damage. Requires level 2 Intelligence.	Forms a protective field with its own strength parameter, shielding Geralt from damage. Requires level 3 Intelligence.	Forms a protective field with its own strength parameter, shielding Geralt from damage. Requires level 4 Intelligence .
Enhancements	**Barrier I** Sign additionally raises resistance to Incineration.	**Barrier II** Sign additionally increases resistance to acid.	**Barrier III** Sign additionally increases resistance to Knockdown and Stun.	**Survival Zone** Accelerates regeneration of Vitality.	**Deflection** Increases chance of causing Knockdown in assailants.
		Extended Duration Slightly extends duration of protective field.	**Added Intensity** Moderately increases damage caused to assailants.	**Added Efficiency** Reduces Endurance cost of casting the Sign.	

The Yrden Sign

Special Attacks					
	Student Unleashes a wave causing Pain on a small area around Geralt.	**Apprentice** Unleashes a wave causing Pain on an area around Geralt. Requires Student level.	**Specialist** Unleashes a wave causing Pain on a medium-sized area around Geralt. Requires Apprentice level.	**Expert** Unleashes a wave causing Pain on a greater area around Geralt. Requires Specialist level.	**Master** Unleashes a wave causing Pain on a very large area around Geralt. Requires Expert level.
Basic Levels					
	Forms a magic trap at ground level, triggering Pain in foes who walk into it. Discharged twice – either on one or two separate targets.	Forms a magic trap at ground level, triggering Pain in foes who walk into it. Discharged four times. Requires level 1 Intelligence.	Forms a magic trap at ground level, triggering Pain in foes who walk into it. Discharged six times. Requires level 2 Intelligence.	Forms a magic trap at ground level, triggering Pain in foes who walk into it. Discharged eight times. Requires level 3 Intelligence.	Forms a magic trap at ground level, triggering Pain in foes who walk into it. Discharged ten times. Requires level 4 Intelligence.
Enhancements	**Pain Sign** Increases chance of causing Pain.	**Prowess** Doubles duration of Sign.	**Stupor Sign** Reduces target's ability to hit and dodge Geralt's attacks.	**Blinding Sign** Increases chance of inflicting Blinding on target.	**Circle of Death** Increases damage inflicted on all foes within Sign's effective area.
		Inscriptions Increases number of discharges by five.	**Crippling Sign** Increases chance of Poisoning target.	**Added Efficiency** Reduces Endurance cost of casting the Sign.	

The Igni Sign

Special Attacks					
	Student Fireball causing damage to target and nearby foes upon impact. Short range.	**Apprentice** Fireball causing damage to target and nearby foes upon impact. Modest range. Requires Student level.	**Specialist** Fireball causing damage to target and nearby foes upon impact. Moderate range. Requires Apprentice level.	**Expert** Fireball causing damage to target and nearby foes upon impact. Significant range. Requires Specialist level.	**Master** Fireball causing damage to target and nearby foes upon impact. Long range. Requires Expert level.
Basic Levels					
	Fireball that can cause Incineration in target and inflicts slight damage on nearby foes. Damages foes within a 45 degree angle in front of Geralt.	Fireball that can cause Incineration in target and inflicts damage on nearby foes. Damages all foes within a 135 degree angle in front of Geralt. Requires level 1 Intelligence.	Fireball that can cause Incineration in target and inflicts moderate damage on nearby foes. Damages all foes within a 225 degree angle around Geralt. Requires level 2 Intelligence.	Fireball that can cause Incineration in target and inflicts greater damage on nearby foes. Damages all foes within a 315 degree angle around Geralt. Requires level 3 Intelligence.	Fireball that can cause Incineration in the target and inflicts significant damage on nearby foes. Damages all foes around Geralt. Requires level 4 Intelligence.
Enhancements	**Harm's Way I** Slightly increases damage inflicted by Sign.	**Harm's Way II** Modestly increases damage inflicted by Sign.	**Burning Blade** Increases chance of causing Incineration in target when Geralt employs the special attack (Torcher) in the Group Silver style.	**Inferno** Increases chance of causing Pain in target.	**Extended Duration** Lengthens duration of Incineration and Fear effects.
		Incineration Increases chance of causing Incineration in target.	**Wall of Fire** Increases chance of causing Fear in opponents.	**Added Efficiency** Lowers the Endurance cost for casting the Sign.	

The Axii Sign

Special Attacks	**Student** Limited area wave providing chance of triggering Fear in nearby foes. Those affected cannot perform any actions throughout effect's duration.	**Apprentice** Small area wave providing chance of triggering Fear in nearby foes. Those affected cannot perform any actions throughout effect's duration. Requires Student level.	**Specialist** Moderate area wave providing chance of triggering Fear in nearby foes. Those affected cannot perform any actions throughout effect's duration. Requires Apprentice level.	**Expert** Significant area wave providing chance of triggering Fear in nearby foes. Those affected cannot perform any actions throughout effect's duration. Requires Specialist level.	**Master** Vast area wave providing chance of triggering Fear in nearby foes. Those affected cannot perform any actions throughout effect's duration. Requires Expert level.
Basic Levels	I Mental wave providing chance of triggering Hex effect in opponents. Throughout effect's duration, target becomes Geralt's ally and attacks his foes. Short range.	II Mental wave providing chance of triggering Hex effect in opponents. Throughout effect's duration, target becomes Geralt's ally and attacks his foes. Modest range. Requires level 1 Intelligence.	III Mental wave providing chance of triggering Hex effect in opponents. Throughout effect's duration, target becomes Geralt's ally and attacks his enemies. Moderate range. Requires level 2 Intelligence.	IV Mental wave providing chance of triggering Hex effect in opponents. Throughout effect's duration, target becomes Geralt's ally and attacks his foes. Long range. Requires level 3 Intelligence.	V Mental wave providing a chance of triggering Hex effect in opponents. Throughout effect's duration, target becomes Geralt's ally and attacks his foes. Vast range. Requires level 4 Intelligence.
Enhancements	**Spell** Increases chance of triggering Hex in target.	**Hypnosis** Increases chance of triggering Hex in target.	**Faze** Increases chance of triggering Blindness in target when Geralt executes special attack (Piercing Light) in Fast Silver style.	**Terror** Increases chance of triggering Fear in targets.	**Ally** Geralt acquires ability to turn two foes into allies.
		Extended Duration I Prolongs duration of Sign's effect.	**Extended Duration II** Significantly prolongs duration of Sign's effect.	**Added Efficiency** Reduces Endurance cost for casting Sign.	

6.4 Potions, Oils and Bombs in Combat

Alchemical mixtures used in combat can swing battles in your favor. Potions improve Geralt's combat abilities, making him faster, more resistant to damage and more deadly when attacking. Oils, particularly those designed for specific foes, render weapons more deadly. Bombs allow Geralt to attack multiple foes simultaneously and thus facilitate battle control. For details, see chapter 8 - "Alchemy."

7 Character Development

In the course of play, Geralt evolves as he gains experience and meets new challenges. This chapter describes Geralt's development, the means by which he acquires new abilities and enhances those he already possesses.

7.1 Experience

Geralt gains experience each time he defeats a foe, solves a mystery, discovers a concealed object or place, or completes a task entrusted to him. This character feature is represented by Experience Points (XP). Each time you gather the required number of points, you gain a new Experience Level reflected in a rank and level between 1 and 10. When the adventure begins, Geralt has mysteriously reappeared, but without his memory and many of the skills and abilities he previously possessed. Thus, you begin the game at level 0. Training and adventures assist Geralt to recall knowledge and combat moves he learned long ago. When you achieve Experience Level 1, Geralt acquires his first witcher rank. He advances to the next upon completing all ten levels. This continues until he achieves the ultimate and most advanced witcher rank (see the table at the end of this chapter).

7.2 Talents

With each Experience Level you gain, you receive a specific number of Talents. These allow you to enhance character features and acquire new abilities. The three types of Talents are Bronze, Silver and Gold.

Bronze Talents – available in initial game stages, Bronze Talents can be used to develop the two initial levels of character features, which involves acquiring basic skill and ability enhancements.

Silver Talents – available during subsequent game stages, Silver Talents enable further development of character features at levels 3 and 4, which offer advanced skill and ability enhancements.

Gold Talents – available during the latter stages of the game, Gold Talents serve to develop level 5 character features that encompass truly powerful skill and ability enhancements.

Additional Talents can be gained from strong alchemical mixtures called mutagens (see Chapter 8, "Alchemy"). Talents acquired in this manner depend on mutagen strength.

Note! The number of Talents available in the course of play is limited. You will not be able to acquire all available enhancements using Talents, so choose them carefully to match your preferences and individual playing style.

7.3 Attributes

Geralt is described through a series of attributes. These are:

Strength – represents Geralt's physical strength. This attribute affects striking power in sword combat and fistfights, resistance to damage during combat, the effects of critical blows, and the speed at which Geralt recovers. Development of the Strong Styles past level 2 must be preceded by a proportionate advance in Strength.

Dexterity – describes Geralt's precision and coordination in motion. This attribute affects hit, dodge, and parry efficiency. Development of the Fast Styles past level 2 must be preceded by a proportionate advance in Dexterity.

Stamina – describes Geralt's mental and physical state and his resistance to fatigue. Stamina affects the Endurance cost of casting Signs and executing special blows during sword combat and fistfights, the Endurance regeneration rate, Geralt's tolerance for the toxins contained in potions, and his resistance to the Pain, Poison and Incineration effects (see section 11.5, "Special Opponent Abilities"). Development of the Group Styles past level 2 must be preceded by a proportionate advance in Stamina.

Intelligence – describes Geralt's mental acumen and his ability to acquire and retain knowledge. Intelligence affects Geralt's capacity to learn skills (e.g. potion brewing) and to absorb knowledge (about creatures, plants, or the methods of preparing components specified in potion formulae). Intelligence also influences the intensity of Signs and the effort required to cast them, as well as Geralt's vulnerability to attacks directed at his mind. Development of Signs past level 2 must be preceded by a proportionate advance in Intelligence.

7.4 Abilities and Skills

Geralt's attributes and his knowledge of witcher combat styles and Signs can be enhanced with abilities and skills that shape Geralt as a character. In the ability tree, each branch determines the level of a given attribute (e.g. level 1 Strength), which can then be enhanced with additional abilities and skills.
Attribute-related abilities are usually special skills that affect gameplay. Examples include knowledge about the preparation of herbs for use in potions and additional combat expertise. They may also consist of capacities activated under specific conditions, like added Sign intensity when Geralt is low on energy.

Combat style-related abilities affect damage dealt to foes, infliction of effects like Bleeding or Pain, and might also activate additional character capacities under specific circumstances, like increased damage to opponents when Geralt is critically wounded.

Sign-related abilities affect specific Sign characteristics. Depending on the nature of a Sign, they may extend range and intensity, generate additional effects, or reduce the Endurance cost for casting a given Sign.

7.5 Acquiring Enhancements

When you acquire new Talents, you can choose to enhance Geralt's character features. Abilities linked to attributes, combat styles and Signs correspond in color to the Talents that must be spent to obtain them. Ability levels must be gained sequentially and only those that have been gained can be enhanced.

To develop a character feature, go into Meditation Mode (rent a room in an inn, click the Rest/Meditation icon in a dialogue or click on a lit campfire). Activate the Hero Panel and left-click on the ability or skill you wish to add. Acquired skills and abilities are color-coded according to the character attribute they modify.

7.6 Summary of Abilities and Skills

Note! All attribute-related enhancements are cumulative.

	Strength				
Basic Levels	I →	II →	III →	IV →	V
	Modestly increases damage inflicted, parry efficiency, Vitality and resistance to Bleeding and Knockdown.	Modestly increases damage inflicted, parry efficiency, Vitality and resistance to Bleeding and Knockdown.	Moderately increases damage inflicted, parry efficiency, Vitality and resistance to Bleeding and Knockdown. Enables development of level 4 Strong Styles.	Moderately increases damage inflicted, parry efficiency, Vitality and resistance to Bleeding and Knockdown. Enables development of level 5 Strong Styles.	Significantly increases damage inflicted, parry efficiency, Vitality and resistance to Bleeding and Knockdown.
Enhancements	**Buzz** Significantly increases damage inflicted and resistance to Pain when Geralt is under the influence of alcohol.	**Position** Modestly increases parry efficiency.	**Vigor** Increases maximum Vitality level.	**Resistance** to Bleeding Significantly increases resistance to Bleeding.	**Wound Resistance** Significantly increases Geralt's resistance to wounds.
	True Grit Increases damage inflicted on foes when Geralt is heavily wounded. Drink a mutagenic potion to activate this ability.	**Regeneration** Accelerates regeneration of Vitality.	**Knockdown** Resistance Increases Geralt's resistance to Knockdown.	**Stone Skin** Increases Geralt's overall armor rating.	**Added Vitality** Significantly increases Geralt's maximum Vitality level.
		Brawl Enables powerup and special blows in fist fights.	**Survival Instinct** Increases damage inflicted on foes when Geralt is affected by Bleeding.	**Aggression** Moderately increases damage inflicted on foes.	

Stamina					
Basic Levels					
	Modestly increases Endurance, accelerates its regeneration, raises resistance to Poisoning, Pain and Stun.	Modestly increases Endurance, accelerates its regeneration, raises resistance to Poisoning, Pain and Stun.	Moderately increases Endurance, accelerates its regeneration, raises resistance to Poisoning, Pain and Stun. Enables development of level 4 Group Styles.	Moderately increases Endurance, accelerates its regeneration, raises resistance to Poisoning, Pain and Stun. Enables development of level 5 Group Styles.	Significantly increases Endurance, accelerates its regeneration, raises resistance to Poisoning, Pain and Stun.
Enhancements	**Heavyweight** Reduces interval of inebriation by half.	**Absorption** Allows Geralt to draw from Places of Power twice daily.	**Endurance Regeneration** Considerably accelerates Endurance regeneration rate.	**Stun Resistance** Increases resistance to Stun.	**Potion Tolerance** Increases tolerance to potions.
	Mutation Enables raw consumption of selected alchemical ingredients to restore Vitality. Drink a mutagenic potion to activate this ability.	**Poison Resistance** Increases resistance to Poisoning.	**Pain Resistance** Considerably increases resistance to Pain.	**Brawn** Reduces Endurance cost of executing blows.	**Added Endurance** Raises maximum Endurance. Requires Endurance Regeneration.
		Endurance Regeneration Moderately accelerates Endurance regeneration rate.	**Revive** Considerably reduces duration of Stun.	**Altered Metabolism** Increases hit and dodge efficiency, provides immunity to Pain and Poisoning, raises resistance to Bleeding. Activated when Geralt suffers from excess Toxicity.	

Intelligence					
Basic Levels					
	Modestly increases base Sign intensity. Enables development of level 2 Signs.	Modestly increases base Sign intensity. Enables development of level 3 Signs.	Moderately increases base Sign intensity. Enables development of level 4 Signs.	Moderately increases base Sign intensity. Enables development of level 5 Signs.	Significantly increases base Sign intensity.
Enhancements	**Potion Brewing** Allows Geralt to produce alchemical potions based on formulae. Ability acquired automatically during course of play.	**Herbalism** Allows Geralt to identify herb plants and harvest alchemical ingredients.	**Knowledge of the Cleansing Ritual** Allows Geralt to perform the Cleansing Ritual in Places of Power, freeing his body of all toxins, poisons and damaging agents.	**Focus** Extends duration of Sign effects.	**Mental Endurance** Reduces Endurance cost of casting Signs.
	Rising Moon Doubles Sign intensity during moonrises. Drink a mutagenic potion to activate this ability.	**Monster Lore** Allows Geralt to recall information about common types of monsters.	**Ingredient Extraction** Allows Geralt to extract greater amounts of ingredients from plants and monster carcasses. Requires Herbalism and Flaying.	**Knowledge of the Life Ritual** Allows Geralt to perform the Life Ritual in Places of Power, activates temporarily accelerated regeneration of Vitality.	**Intensity** Considerably increases Sign intensity.
		Oil Preparation Allows Geralt to produce blade coatings based on formulae. Requires Potion Brewing.	**Bomb Preparation** Allows Geralt to produce bombs based on formulae. Requires Oil Preparation.	**Magic Frenzy** Increases Sign intensity when Geralt's Endurance is low.	

8 Alchemy

The art of preparing alchemical concoctions is an inseparable part of the witchers' profession. As such, it is assigned the same importance as sword fighting and Sign skills. Alchemical knowledge, or lack thereof, can mean the difference between life and death when it comes to confronting monsters. Familiarity with appropriate formulae, ingredients and substances enables witchers to increase their tolerance for pain, develop antivenins, amplify sense perceptions, decrease reaction times, augment their strength, accelerate blood clotting and physical regeneration, and assure mental focus and physical agility in situations where normal human beings would freeze with fear.

8.1 Types of Alchemical Mixtures

Alchemy in The Witcher is subdivided into three areas.

Potion Brewing – various alcohols that can include spirits and herb infusions serve as the base for these liquid mixtures. Some potions require ingredients extracted from exceptionally mighty and rare creatures. Called mutagens, these brings about irreversible changes in Geralt's organism, unlocking new abilities or accelerating overall development.

Oil Preparation – animal fat, such as that of geese, serves as the base for these oils. Applying these greasy substances to sword blades produces a variety of effects useful in battle that depend on the ingredients used. Oils are made with specific adversaries in mind, vampires, ghouls and specters being among them.

Bomb Production – bombs are a side effect of the experiments of mad Zerrikanian alchemist-mages, and while not really a witcher concept, Geralt is capable of learning how to produce them and thus surprising many a foe. Bombs can instill panic among your enemies, poison them or render them flammable. Black powder is used as the base for these mixtures, and when used, they produce an area effect around Geralt.

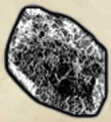
8.2 Acquiring Formulae

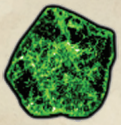
During your adventures, you will encounter and study a variety of different alchemical formulae. You can learn them by talking to other characters or from alchemy books you find or buy. If you acquire a tome containing alchemical information (the object's panel will inform you of this), right-click on the book to learn the formulae. From then on, the formulae will be available in the Alchemy Panel.

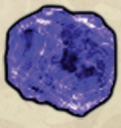
8.3 Ingredients and Components

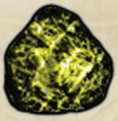
Alchemical potions are made from six basic substances found in various herbs, minerals, and the body parts of slain monsters. These substances are:

Vitriol


Hydragenum


Rebis


Aether


Quberith

Vermillon

Ingredients may, but need not, contain one of three additional substances: Albedo, Nigredo, and Rubedo. If all the ingredients used to create a potion contain the same additional substance, the resulting potion will provide both a basic and a bonus effect.

Albedo potions – these are characterized by reduced toxicity. Additionally, a potion taken immediately after an Albedo potion is consumed, also has reduced toxicity.

Nigredo potions – affecting Geralt's physical coordination and mental focus, these increase the chance of hitting opponents.

Rubedo potions – in addition to their basic effect, these also regenerate Geralt's Vitality.

Note! Geralt must acquire the Herbalism skill and herb knowledge from tomes called herbariums to be capable of finding and harvesting specific herb ingredients.

8.4 Mixture Composition

To create a mixture based on a formula Geralt has learned, activate Meditation Mode and go to the Alchemy Panel. A list of available formulae will appear on the left along with icons indicating the formula type and the required ingredients. An ✖ indicates that you lack alchemy ingredients containing that substance. The alchemy table is located at the centre of the panel. The Inventory can be seen on the right. Potions are most easily made by left-clicking the formula you would like to use. Formulae for which you possess all required substances and ingredients are highlighted. Those you cannot mix are not clickable. Left-click on a formula to automatically place the required ingredients on the alchemy table. The base will appear in the required slot while ingredients will be displayed around it. Click the MIX icon just below the alchemy table to prepare the mixture. You can create as many units of a mixture as you require, provided you have sufficient ingredients.

Note! Potion formulae detail required substances rather than specific ingredients. To mix mutagenic potions, you will need basic substances, a base, as well as the unique ingredient mentioned in the formula.

8.5 Experimenting

You can try brewing alchemical mixtures without knowing the required formulae. Feel free to experiment by creating your own potions, oils, and bombs. Place an alchemical base and a set of ingredients in the relevant slots on the table, then click MIX to create a concoction. The only way to learn what you created is to test it on yourself and see what effects it produces. Mixtures generating beneficial effects will automatically be recorded in the formula list for future use. There is always the chance, however, that your mixture will only have a detrimental effect.

8.6 Potion Side Effects

Witchers' potions are essentially potent poisons to which the witchers have acquired a certain tolerance. Nevertheless, potions contain toxins that increase body toxicity when consumed. This may produce unintended side effects or even cause death in the case of an overdose. When using potions, make sure to monitor Geralt's Toxicity. Side effects will appear when Toxicity exceeds the halfway mark and then increase in intensity as toxins are added. In the case of serious poisoning, red spots will appear on screen and become more intense as Geralt approaches maximum poison tolerance.

To reduce Geralt's Toxicity, drink the White Honey potion, rest for several hours, or perform the Purification Ritual in a Place of Power.

8.7 Summary of Potions and Mixtures

Potions

Blizzard
Effect: one of the most potent mixtures, drastically reduces Geralt's reaction time, improving his reflexes and accelerating movement.
Duration: short
Toxicity: medium
This potion is used most often right before battle.

Black Blood
Effect: deadly to monsters that consume the blood of a witcher who has imbibed it.
Duration: long
Toxicity: high
Witchers use the potion unwillingly and sparingly as it works only when they let a monster eat away at their flesh and drink their tainted blood.

Swallow
Effect: accelerates the regeneration of Vitality.
Duration: short
Toxicity: medium
There is no more striking bird than the swallow – a harbinger of spring and new life. Even the renegade mages who developed this formula showed their admiration for the bird by naming this rejuvenating potion after it.

Bindweed
Effect: renders those who consume it immune to acid.
Duration: long
Toxicity: medium
Witchers often call this potion the "swamp elixir" as most acid-wielding monsters can be found there.

Full Moon
Effect: significantly raises maximum Vitality.
Duration: long
Toxicity: high
A universal potion, witchers usually drink it before going into battle if they do not know exactly what foes they will face. High toxicity is the downside.

Thunderbolt
Effect: significantly increases damage inflicted on opponents while lowering the user's defenses.
Duration: long
Toxicity: high
This potion triggers a battle trance, increasing the accuracy and strength of attacks at the cost of lowering defenses.

Willow
Effect: increases Geralt's resistance to the Stun and Knockdown effects.
Duration: long
Toxicity: high
The potion improves movement and coordination while increasing resistance to damage. It is best applied when facing opponents capable of producing the Stun and Knockdown effects.

De Vries' Extract
Effect: allows Geralt to detect living creatures even if they cannot be seen.
Duration: short
Toxicity: medium
The discovery of this potion is attributed to the sorceress Tissai de Vries. It allows witchers to detect adversaries, even when they are concealed behind physical obstacles such as walls.

White Honey
Effect: reduces toxicity to zero and cancels the effects of any potions taken beforehand.
Duration: instantaneous effect
Toxicity: none
The potion triggers the production of cleansing enzymes in the Witcher's mutated organism. The body is freed of all Toxicity, yet all the beneficial effects of previously imbibed potions are canceled as well. White Honey has no effect on poisons and venoms present in the body.

Kiss
Effect: increases resistance to Bleeding and immediately clots any hemorrhaging.
Duration: long
Toxicity: medium
Used when fighting monsters that inflict hemorrhaging wounds.

Wolf
Effect: increases concentration, improves coordination and raises the chance of landing a critical hit.
Duration: long
Toxicity: medium
Witchers who use the Group Style often are especially fond of the Wolf.

Shrike
Effect: adversaries striking a witcher who has consumed this potion experience a shot of pain whem making contact.
Duration: long
Toxicity: high
The Shrike is also known as the Vengeance Potion.

Fisstech
Effect: has no positive effects; conversely, stuns, dazes and ultimately causes loss of consciousness.
Duration: long
Toxicity: none
Fisstech is a popular narcotic among Temeria's golden youth and criminal community.

Cat
Effect: provides night vision.
Duration: long
Toxicity: low
The Cat is allegedly the first-ever potion made especially for witchers. The mixture temporarily modifies the pupil of the eye and amplifies reception of any available light.

Petri's Philter
Effect: amplifies the power of all witcher Signs.
Duration: long
Toxicity: very high
The mage named Petri made amplifying his magical powers his life's work and succeeded in the process in creating a number of interesting potions. One of them is Petri's Philter, which is often used by witchers with superior magical abilities.

Wolverine
Effect: increases damage inflicted, but only when Geralt's Vitality drops below the halfway mark.
Duration: long
Toxicity: high
The Wolverine unleashes all the hidden battle potential of witchers' mutated organisms. It is most often used when a witcher decides to forgo using Signs during a skirmish.

White Raffard's Decoction
Effect: restores most of any lost Vitality immediately after being consumed..
Duration: instantaneous effect
Toxicity: high
White Raffard, a mage of the olden days, developed this potion for the warriors who were then conquering the world for the human race.

Maribor Forest
Effect: significantly increases maximum Endurance. Used mainly by witchers specializing in the use of Signs.
Duration: long
Toxicity: medium
Legend has it that this potion was brewed by the dryads of Brokilon. The formula eventually reached Kaer Morhen, where the witchers began producing it, having slightly modified its composition.

Golden Oriole
Effect: increases the body's tolerance for poison while canceling the effects of any poisons already present in the bloodstream.
Duration: long
Toxicity: medium
Before engaging in a skirmish with a poisonous creature like the basilisk, witchers consume the Golden Oriole, which triggers poison-neutralizing enzymes.

White Gull
Effect: a magical potion that doubles as a base for other potions, accommodating five ingredients before it reaches full saturation.
Duration: long
Toxicity: medium
A mild hallucinogen, the White Gull is used by witchers to make the long winter nights at their stronghold more… stimulating.

Wives' Tears
Effect: immediately rids the body of any negative effects of alcoholic intoxication, leaving the drinker completely sober and hangover-free.
Duration: instantaneous effect
Toxicity: low
Village witches sell this brew to women whose husbands tend to visit local inns too often.

Tawny Owl
Effect: accelerates the rate of Endurance regeneration.
Duration: long
Toxicity: medium
The potion is especially useful when a witcher needs to watch over the victim of a curse or prepare for a lengthy battle.

Perfume
Effect: beautifully scented, constitutes a gift certain to be cherished by most women.
Duration: long
Toxicity: low
Legend has it this potion was developed by an alchemist whose wife complained constantly that nothing practical ever came of his work. The formula enables the creation of instant perfume from practically any ingredients. Needless to say, the alchemist's wife was satisfied.

Frightener's Vision

Effect: gives Geralt a Bronze Talent, which can be used to acquire enhancements.

Duration: instantaneous effect

Toxicity: none

This potion, made from a frightener's eye, advances mutation, improving the Witcher's unique organism even further.

Golem's Pith

Effect: enables the acquisition of Intelligence enhancements that increase the intensity of witcher Signs, though only while the moon rises.

Duration: instantaneous effect

Toxicity: none

Using the complex magic enclosed in the solid block of stone that is a golem's heart, renegade mages acquired the secrets of potions temporarily furthering the mutation of witchers' brains.

Dagon Sap

Effect: enables the acquisition of Strength enhancements that significantly increase damage inflicted on opponents when Geralt himself is wounded.

Duration: instantaneous effect

Toxicity: none

Ancient notes state that the potion requires the mucus of a mythical creature known as Dagon.

Kikimore's Ire

Effect: enables the acquisition of Stamina enhancements that allow Geralt to consume raw monster parts that restore Vitality but also increase Toxicity.

Duration: instantaneous effect

Toxicity: none

The specific nature of the kikimore's nervous system inspired renegade mages to develop this mutagen. The potion affects Geralt's stomach, forcing his mutated organism to produce modified digestive enzymes.

Striga's Urge
Effect: adds a Bronze and a Silver Talent, which can be used to acquire enhancements.
Duration: instantaneous effect
Toxicity: none
A heart of a striga mixed with common ingredients produces this potion capable of making the Witcher even more deadly.

Hellhound's Soul
Effect: adds one Silver Talent, which can be used to acquire enhancements.
Duration: instantaneous effect
Toxicity: none
The witchers are skilled enough to extract delicate organs from creatures as unique as the Hellhound.

Werewolf's Wrath
Effect: enables the acquisition of Dexterity enhancements that stir Geralt's hunting instincts and improve his nocturnal fighting abilities.
Duration: instantaneous effect
Toxicity: none
The ancients discovered that the fur of a werewolf can increase predatory instincts. Some have argued that this potion gives witchers an unnatural animal edge.

Koshchey's Core
Effect: adds one Gold Talent, which can be used to acquire enhancements.
Duration: instantaneous effect
Toxicity: none
The koschey's heart is a legendary alchemical ingredient used to brew potions that further the mutation brought about by the Trial of the Grasses.

Zeugl Vigor
Effect: adds a Silver and a Gold Talent, which can be used to acquire enhancements.
Duration: instantaneous effect
Toxicity: none
One of the most potent mutagenic potions is made from the venom of zeugls, monstrous beasts usually found in sewers and waste dumps.

Oils

Hanged Man's Venom
Effect: enters the victim's bloodstream and poisons him. This blade coating is useless against monsters whose physiology differs from that of humans.
Duration: long
Preparing to deal a mortal blow, an assassin concocts Hanged Man's Venom – the poison of poisons. Even if the strike misses the heart, the victim will not cheat death for long.

Argentia
Effect: used on silver swords to increase the damage they inflict. Applied to a steel sword, Argentia reduces the blade's parameters.
Duration: long
A silver sword means death to most monsters, yet the most powerful beasts endure its deadly slash. Argentia augments the power of silver blades.

Crinfrid Oil
Effect: once it enters the bloodstream, victims experience throbbing pain. Creatures that do not feel pain are immune to this oil.
Duration: long
The formula for this oil comes from the city of Crinfrid, where it is notoriously used by shadier members of the local community.

Brown Oil
Effect: increases blood loss from a wound, ultimately causing death. Creatures lacking a circulatory system are immune to this oil.
Duration: long
Curse the name of the enemy known as the Lionheaded Spider and coat your blade with this oil. The wounded target will bleed to death from even the lightest of wounds.

Ornithosaur Oil
Effect: increases damage inflicted on ornithosaurs.
Duration: long
This oil is sometimes called "Basiliskbane", as it is lethal to all reptilians, even the notorious basilisk.

Vampire Oil
Effect: increases damage inflicted on vampires.
Duration: long
He who wants to slay a vampire but has no virgin's tears or holy garlic should prepare Vampire Oil. Fleders and bruxae are particularly susceptible to its effects.

Necrophage Oil
Effect: increases damage inflicted on necrophages and other cemetery monsters.
Duration: long
While corpse eaters have grown accustomed to poisonous gases, this oil, applied to a sword blade, will gravely hurt even the most seasoned ghoul or graveir.

Insectoid Oil
Effect: increases damage inflicted on monsters with an insect-like physiology.
Duration: long
Giant insectoids, such as the kikimore, can only be slain by witchers coating their blade with this oil.

Specter Oil
Effect: increases damage dealt to wraiths and other specters.
Duration: long
A mystic veil separates the world of the dead from that of the living, and those who inhabit the world of the dead can transcend it. Witchers who expect to face a specter coat their swords with this mixture.

Bombs

Dragon's Dream
Effect: when detonated, releases a flammable cloud that will wound all in its range when set alight.
Duration: instantaneous effect
The Zerrikanians worship dragons, which explains the name of this Zerrikanian mixture. He who breaks this jug will bring upon his target the Dragon's Dream.

Samum
Effect: stuns creatures within the bomb's range, as long as they are not immune to the Stun effect.
Duration: instantaneous effect
The Zerrikanian mages are powerful enough to enclose hot desert storms in small glass jugs. He who breaks the jug's seal risks the savage fury of its contents.

Zerrikanian Sun
Effect: blinds nearby enemies.
Duration: instantaneous effect
Zerrikanian assassins use this bomb to blind any potential pursuers after a successful assassination. They are trained to close their eyes at the moment they detonate the bomb.

Devil's Puffball
Effect: poisons nearby enemies. May have no effect on creatures resistant to poison.
Duration: instantaneous effect
Zerrikanian alchemists developed the formula for this bomb. Traders brought it to the Northern Kingdoms, where it was adopted by witchers.

King and Queen
Effect: magically instills fear in the hearts of nearby enemies.
Duration: instantaneous effect
Upon detonation, the jug's alchemical contents magically instill fear in the hearts and minds of nearby enemies.

9 Inventory

During your adventures you will pick up various items you can either place in Geralt's satchel or attach to his belt. Specific weapon types are assigned to specific weapon slots, with the number of weapon slots contingent upon the type of armor Geralt wears. Slots corresponding to Geralt's satchel are distributed down the right side of the screen. These can be used to hold all manner of smaller items. The satchel is divided into two compartments: the top one, intended for quest-related items, has an unlimited capacity, while the capacity of the lower compartment, used to store all other items, is limited. Your current funds in orens, the Temerian currency, are displayed in the area above the satchel.

Click and drag items to transfer them between compartments and slots. To distribute multiples of a single item between several slots, hold down the CTRL key while dragging the item. Multiples of items dispersed within the satchel can be grouped in the same manner.

Note! Some items, including bombs, oils and whetstones, cannot be grouped.

If your satchel is full and you need to make room for new items, choose an item and drag it to the DROP ITEM icon located below the satchel. Items can also be stored with innkeepers and other characters using the "Storage" gameplay dialogue icon.

9.1 Enhancing Swords and Armor

Geralt is not limited to the weapons and armor he possesses at the start of the game. As you adventure, you will find new swords and armor. You can also enhance Geralt's swords with items you find in the game world. These items include meteorite, used to re-forge steel swords, and rune stones, which can be used to enhance Geralt's silver sword. Any three pieces of meteorite are required to re-forge your steel sword; any three rune stones suffice to re-forge your silver sword. Components can be combined in different ways to achieve various effects.

9.2 Common Items

Flint – used to ignite fires if Geralt has not yet learned the Igni Sign or if he cannot use this Sign a given location.

Alcohol – stronger alcohols can be used as a potion base, while weaker ones are fit to be consumed or presented to characters as gifts.

Orens – the currency used to pay for goods and services; Geralt is often rewarded with orens for contracts he completes.

Food – cheese, legs of mutton, loaves of bread, fruit, and all other edible items modestly accelerate the regeneration of Vitality.

Whetstones – raise weapon effectiveness to various degrees.

10 Mini-Games

In the course of play, you will have an opportunity to play several mini-games with other characters. Games of this kind are most often played for money, but winnings can at times include useful information or items.

10.1 Dice Poker

Dice Poker is very popular in Temeria. To begin a game, choose the gameplay dialogue icon "Let's play poker!" when talking to gamblers in taverns or to other characters willing to play. The game consists of rolling five traditional dice and play is as follows:

• Once a game is initiated, the Dice Poker screen appears. Your dice are in the lower left corner, your opponent's in the upper right.

• Click on one of the wager amounts to place your bet. The betting panel will close.

• Click ROLL DICE in the lower right corner. Your opponent always rolls after you. The resulting hands are then compared.

• At this stage, you can choose to call or raise your opponent's bet. Betting ends when one play can no longer match his opponent's bet (equivalent to losing the round) or when the bets are matched.

• Click on the dice you wish to roll again to improve your hand. Selected dice will be highlighted. Click ROLL DICE again to play.

• Once both parties have rolled their dice a second time, the hands are compared. The player with the strongest hand wins. The order of hands is as follows:

Pair – two dice showing the same value
Two Pair – two pairs of dice showing the same value
Three-of-a-Kind – three dice showing the same value
Five-High Straight – dice showing all values from 1 to 5
Six-High Straight – dice showing all values from 2 to 6
Full House – pair + three-of-a-kind
Four-of-a-Kind – four dice showing the same value
Five-of-a-Kind – all five dice showing the same value.

Game have three rounds, with the winner collecting the entire pot of orens.

10.2 Fistfights

This mini-game is a faster-paced, dynamic alternative to dice. It can be played in any tavern in Temeria, though inns are not the sole venues for fistfights. Fistfights are most often initiated through the "Fistfight" gameplay dialogue icon during conversations with selected characters. Depositing an amount of money as a contest fee is usually required. You may also be able to bet an opponent a specific amount through a pop-up panel.

Formalities out of the way, Geralt enters fistfight mode, in which no weapons are used. Your opponent's condition is represented by the yellow circular bar at his feet. Left-click on your opponent when you see the fist-shaped cursor to swing. Right-click to block your opponent's blows, but remember that each block reduces your Endurance.

The winner is the first player to reduce his opponent's Vitality to only a few points, at which stage the fight ends with a spectacular knockout. Many tactical maneuvers available in sword combat are also available during fistfights, however jumps and spins are excluded.
When fighting in taverns, the player should avoid going outside the fighting area, as this results in an automatic loss.

10.3 Drink Up

This is a drinking game where the last player standing wins. These contests usually transpire in taverns, though in selected situations they may involve characters in other surroundings. This mini-game can be accessed through standard dialogue and using the "Let's have a drink!" gameplay dialogue icon. You must have alcohol in the Inventory to play.

Click on the gameplay dialogue icon to open the Inventory. Depending on what your opponent wants to drink, use the "Gift" option to offer weak, medium-strength, or strong alcohol. Geralt and his companion drink and another round follows. This procedure is repeated until one player stops drinking or falls to the floor unconscious, thereby losing the drinking duel. While drinking, Geralt becomes increasingly drunk until he blacks out. Any character you defeat at this mini-game might reward you by divulging secret information or offering an item or money.

Note! If Geralt blacks out while drinking alcohol, he wakes up later somewhere in the street, probably stripped of some money. So, beware who you drink with.

11 Bestiary

In the course of play, you will encounter many different foes. They will include representatives of sapient races like humans, elves and dwarves, as well as a variety of monsters.

Trained to use three combat styles and two weapons, Geralt tends to classify his opponents into two categories:

Opponents susceptible to steel – against whom Geralt uses a steel sword;
Opponents susceptible to silver – against whom Geralt uses a silver sword (provided he has one).
Each of the two opponent types listed above can further be divided into three categories:
Strong and resistant opponents – susceptible to the Strong Style;
Fast and agile opponents – susceptible to the Fast Style;
Inferior opponents attacking in groups – susceptible to the Group Style.

11.1 Common Opponents

In dark alleys, bandits lurk in wait for unwary travelers whom they'll gladly kill for a money pouch. If you break the law, city guards will try to arrest you. Given that no one likes witchers, they're unlikely to be gentle, and "accidents" can always happen.

In the course of play, it is likely you will fight common opponents like humans, elves, dwarves and representatives of other sapient, humanoid races. They may not be as dangerous to Geralt as monsters, but they should not be taken lightly, for they often have unpleasant surprises up their sleeve. The steel sword is best used against opponents of this kind.

11.2 Common Monsters

Ordinary humans stand little chance of defeating monsters, but witchers were bred specifically to combat them. Monsters have special qualities that render them dangerous foes, but the witchers' abilities and potions more than make up for this. Silver swords are most effective against unnatural beasts. Apart from monsters, you will also encounter certain wild animals like wolves. Defeat them using your steel sword, as they are not aberrations.

11.3 Unique Monsters

Certain exceptionally powerful creatures so intensely trouble the inhabitants of the areas they haunt that they have gained names and become legends steeped in infamy. Special rewards are usually offered for them, but the challenge is proportional to the potential profit. In more populous locations, you will find someone responsible, who will tell you whether monsters of this kind haunt the area and the reward that comes from defeating them. To collect your reward from the contracting party, you must prove you defeated the monster by bringing in a trophy taken from the creature's remains.

Note! Collected trophies appear on the Trophy hook in the Inventory. This slot can accommodate only one trophy at a time.

11.4 Powerful Foes

A number of particularly powerful, story-related beings inhabit the game world. Combating these opponents is always an exceptional experience and your combat abilities will have to be at their best. To defeat them, you will have to demonstrate tactical prowess, using Geralt's strengths and his opponents' weaknesses to maximum advantage. Once defeated, these foes provide unique ingredients used in preparing mutagenic potions.

11.5 Special Opponent Abilities

Various foes, and monsters in particular have special powers that can adversely affect Geralt's Vitality and combat abilities. Though temporary, their effects remain at full force throughout a particular interval.

Pain – this effect slows movement, reduces attack speed, and lowers Geralt's parry and dodge efficiency; in extreme form it might prove completely incapacitating.

Bleeding – this effect causes continuous loss of Vitality, reduces hit, parry and dodge efficiency, and renders Geralt susceptible to the Pain effect.

Blinding – this effect disables special maneuvers, reduces Geralt's hit, parry and dodge efficiency, and renders him susceptible to the Knockdown effect.

Knockdown – this effect knocks Geralt on his back. Some monsters take this opportunity to execute a finishing blow, making this effect especially dangerous in combat against large, powerful beasts.

Incineration – this effect causes continuous loss of Vitality, disables special maneuvers, and reduces Geralt's parry and dodge efficiency; in extreme form, it also prevents him from using Signs and increases his susceptibility to the Blinding effect.

Stun – this effect incapacitates Geralt, allowing opponents to execute finishing blows.

Poison – this effect causes continuous loss of Vitality.

Mind Control – this effect causes Geralt to temporarily lose control of his faculties.

Note! Many of Geralt's skill and attribute enhancements, as well as his potions, oils and bombs, provide similar powers that Geralt may use against his foes.

DEVELOPED BY CD PROJEKT RED

GAME VISION
Michał Kiciński

PROJECT LEAD
Jacek Brzeziński

HEAD OF ART
Adam Badowski

HEAD OF PRODUCTION
Maciej Miąsik

CEO OF THE STUDIO
Adam Kiciński

PRODUCTION
ASSISTANT PRODUCER
Tomasz Gop

ASSET PRODUCTION MANAGER
Danuta Sienkowska

PRODUCTION
COORDINATORS
Arkadiusz „troyan" Trojanowski
Paweł Miłkowski

EXECUTIVE ASSISTANT
/ PRODUCTION
Maja Konkol

SPECIAL ACKNOWLEDGEMENTS
Ryszard Chojnowski

DESIGN
CHIEF DESIGNER
Michał Madej

LEAD STORY DESIGNER
Artur Ganszyniec

DIALOGUE
Sebastian Stępień

ADDITIONAL DIALOGUE
Marcin Blacha

STORY DESIGNERS / SCRIPTERS
Marcin Blacha
Karol „Leim" Kowalczyk
Katarzyna „Thilnen" Kuczyńska
Michał Madej
Jarosław Oziemblewski
Konrad „SeRp" Tomaszkiewicz

ENGLISH TRANSLATION
Borys Pugacz-Muraszkiewicz

12 Help – Default Hotkey Commands

Controls	Hotkey
Move Forward	**W**
Move Back	**S**
Strafe Left	**A**
Strafe Right	**D**
Leap	**W (twice while near opponent)**
Roll/Jump Forward	**W (twice)**
Roll/Jump Back	**S (twice)**
Roll/Jump Left	**A (twice)**
Roll/Jump Right	**D (twice)**
Combat	
Non-Combat Mode	**Tab**
Draw Steel Sword	**Q**
Draw Silver Sword	**E**
Draw Extra Weapon 1	**R**
Draw Extra Weapon 2	**T**
Draw Extra Weapon 3	**U**
Strong Style	**Z**
Fast Style	**X**
Group Style	**C**
Next Weapon	**[**
Previous Weapon	**]**
Signs	
Aard	**1**
Quen	**2**
Yrden	**3**

Controls	Hotkey
Igni	4
Axii	5
Next Sign	-
Previous Sign	=
Potions	
Quickslot 1	6
Quickslot 2	7
Quickslot 3	8
Panels	
Inventory	I
Hero	H
Map	M
Journal	J
System Options	ESC
Alchemy (in Meditation Mode)	L
Camera	
High Isometric Camera	F1
Low Isometric Camera	F2
Over-the-Shoulder Camera	F3
Switch OTS Camera Side	G
Flip OTS Camera	F
Zoom In	PageUp
Zoom Out	PageDown
Other	
Show Object Tooltips	Alt
Quicksave	F5
Quickload	F9

13 Credits

LEAD GAMEPLAY DESIGNER
Maciej Szcześnik

GAMEPLAY DESIGNERS / SCRIPTERS
Jacek Brzeziński
Marcin „Tagorn" Janiszewski
Mateusz „TnZ" Kanik
Michał Madej
Konrad „SeRp" Tomaszkiewicz
Marek Ziemak

GAME CONCEPT
Adam Badowski
Jacek Brzeziński
Ryszard Chojnowski
Artur Ganszyniec
Maciej Jurewicz
Jacek Komuda
Michał Madej
Maciej Szcześnik

GRAPHICS
CONCEPT ART OF GERALT
Przemek „Trust" Truściński

CONCEPT ART & 2D GRAPHICS
Damian Bajowski
Paweł „Grinsen" Dobosz
Bartłomiej Gaweł
Adrian Madej
Przemek „Trust" Truściński

ANIMATION
Piotr Chomiak
Piotr Janiszewski
Kamil Kozłowski
Piotr Żyła

ADDITIONAL ANIMATION
Łukasz Burnet
Grzegorz Kukuś
Andrzej Zawada
Tomasz Zawada

LEAD CHARACTER ARTIST
Marian Chomiak

CHARACTER ARTISTS
Adam Badowski
Kamil Kozłowski
Paweł Mielniczuk
Seweryn Niedzielski
Tomasz „kurt_hectic" Polit

CINEMATICS
Adam Badowski
Paweł Maliński
Marcin Nowak
Tomasz Nowak
Jacek Podgórski
Michał Poniedzielski
Lucjan Więcek

USER INTERFACE ARTIST
Benoit Munoz

LEAD LOCATION ARTIST
Dominik Redmer

LOCATION ARTISTS
Michał Buczkowski
Aleksander Budzyński
Adam Kozłowski
Arkadiusz Ojczyk
Lucjan Więcek
Łukasz Ziobrowski

VISUAL EFFECTS
Adam Badowski
Lucjan Więcek
Łukasz Ziobrowski

TECHNICAL ARTISTS
Patryk Brzozowski
Paweł Maliński
Seweryn Niedzielski

ADDITIONAL GRAPHICS
Grzegorz Baran
Krzysztof Bielenin
Igors Gosmans
Krzyszof Grudziński
Marcin Kalemba
Mariusz Klat
Tomasz „Vondagar" Ochalik
Seweryn Niedzielski
Kamila Redmer
Maciej Zagórski

PROGRAMMING LEAD
ENGINE PROGRAMMER
Michał „HarrieR" Iwanicki

LEAD GAMEPLAY PROGRAMMER
Maciej Siniło

PROGRAMMERS
Jacek Brzeziński
Andrzej Chomiak
Maciej „Than" Czerwonka
Daniel Sadowski
Arkadiusz Sito
Michał „Slovian" Słapa
Tomasz Wójcik

LEAD TOOLS PROGRAMMER
Maciej „Than" Czerwonka

TOOLS PROGRAMMERS
Jacek Brzeziński
Andrzej Mędrycki

ADDITIONAL PROGAMMING
Adam Bienias Paweł Czubiński
Maciej Miąsik
Tomasz Przechodzki
Klaudiusz Zych

MUSIC & SOUND
SOUND & MUSIC DIRECTOR / SOUND DESIGN
Adam Skorupa

COMPOSERS
Paweł Błaszczak
Adam Skorupa

ADDITIONAL MUSIC
Krzysztof Wierzynkiewicz

ADDITIONAL SOUND
Andrzej Kasprzyk aka Lal
Daniel Kleczyński
Maciej Miąsik

SOUND EFFECTS
Maciej Miąsik

INSTRUMENTALISTS
Iwona Malcz - vocal
Karolina Cel - solo violin
Believe - credits track
Paweł Błaszczak - electric guitar

QUALITY ASSURANCE
QA LEAD
Jakub „Ozzie" Styliński

TEST COORDINATORS
Andrzej Bucko
Maciej „Scaflok" Mach
Franciszek Różnowicz
Paweł Wysłowski

TESTERS
Tomasz „TeeGee" Grochowiak
Marcin Makowski
Grzegorz „Popey" Powalski
Joanna „Etriel" Radomska
Piotr Szymański
Konrad „SeRp" Tomaszkiewicz
Filip „Slaveous" Turczyński
Karol Zajączkowski
Marek Ziemak

BETA TESTERS
Kacper Choromański
Marcin Jerzak
Adam Kamiński
Michał Lewandowski
Zbigniew Wafflard

SPECIAL ACKNOWLEDGEMENT
Paweł Czoppa

LOCALISATION
LOCALISATION COORDINATORS
Łukasz Pogoda
Arkadiusz Trojanowski

TRANSLATORS
E. Blake Berry
Agnieszka Dhaouadi
Christopher Smith

MOTION CAPTURE
Metricminds
Animazoo
Centrum Zdrowia Dziecka

STUNT COORDINATOR
Paweł Pliszka

SWORD MASTERS
Paweł Jabłoński
Sławomir Kurek
Maciej Kwiatkowski

MOCAP ACTORS
Michał Kocurek
Oksana Pryymak

PR & MARKETING
MARKETING MANAGER
Jerzy Cichocki

PR MANAGER
Łukasz „Dziadu" Mach

PR FOR UNITED STATES
Tom Ohle – Evolve PR

PR SPECIALISTS
Michał Bałaszczuk
Joanna Kobylecka
Piotr Panasewicz

WEB PROGRAMMER
Jan Molak

MARKETING ARTISTS
Benedykt Szneider
Sylwia Żółkiewska

GAME GUIDE
Marcin Batylda
Jan Giemza

MANUAL
Robert Dąbrowski
Paweł „Grinsen" Dobosz
Bartłomiej Gaweł
Maja Konkol
Maciej „Scaflok" Mach
Borys Pugacz-Muraszkiewicz

ADMINISTRATION
ADMINISTRATIVE MANAGER
Agnieszka Wasilewska

ADMINISTRATIVE SPECIALIST
Agnieszka Dziubek

ADMINISTRATIVE ASSISTANT
Karolina Grochowska
BUSINESS DEVELOPMENT
Marcin Iwiński
Artur Sawka

FINANCE
Piotr Nielubowicz
Robert Wesołowski

ACCOUNTANCY
Ewa Chrzanowska
Katarzyna Janaszkiewicz
Aneta Magiera
Edyta Wakuła

IT
Krzysztof „Biniek" BiDkowski
Jakub „Rejf" Cierpka
Tomasz „Vilein" Skiba

LEGAL SERVICES
Lou Budzyn
Krystian Janik
Wojciech Machała
Patrick Sweeney
Krzysztof Święcicki

SPECIAL ACKNOWLEDGEMENTS
Michael Kandel
Adam Oldakowski
Patrick Sweeney

ACKNOWLEDGEMENTS
Sylwia Błaszczak
Kinga Błaszczak
Aleksandra Cwalina
Jeremi Czyżewski
Andrzej Dąbrowski
Kinga Dierzewicz
Bartosz Gulik
Maciej Gutkowski
Jedrzej Ilukowicz
Adam Jędrzejewski
Małgorzata Kalinowska
Krzysztof Kieszkowski
Mateusz Kokot
Witold Kozłowski
Ewa Krzeczkowska
Witold Kulczycki
Urszula Luta
Adam Łojek
Tomasz Nidecki
Piotr Niklas
Michał Nowak
Szymon Pepliński
Jakub Rebelka
Michał Rzepnikowski
Małgorzata Syczewska
Ewa Szczerbik
Maciej Winnicki
Damian Wojnowski
Andrzej Wójcicki
Anna Zawacka
Anna Zawiślińska
Mieszko Zieliński
Tomasz Ziemiański
Marcin Żmudzki

THE WITCHER ENHANCED EDITION

PROJECT MANAGER
Maciej Szcześnik

PRODUCTION
Arkadiusz Trojanowski
Maciej Miąsik
Paweł Miłkowski
Karolina Grochowska

EXECUTION
STORYLINE - ADJUSTMENTS
Artur Ganszyniec
Maciej Szcześnik

STORYLINE – QUESTS
Mateusz Kanik
Marcin Janiszewski
Katarzyna Kuczyńska
Jarosław Oziemblewski

ARTISTS
Adam Badowski
Lucjan Więcek
Bartłomiej Gaweł
Piotr Chomiak
Piotr Janiszewski
Piotr Żyła
Damian Bajowski
Marian Chomiak
Paweł Mielniczuk
Marcin Błaszczak
Tomasz „kurt_hectic" Polit
Łukasz Ziobrowski
Patryk Brzozowski

SOUND
Adam Skorupa

PROGRAMMERS
Maciej „Than" Czerwonka
Maciej Siniło
Daniel Sadowski
Arkadiusz Sito
Michał „Slovian" Słapa
Tomasz Wójcik
Andrzej Mędrycki
Tomasz Majcherczyk
Adam Cichocki

LOCALISATION
Borys Pugacz-Muraszkiewicz
Arkadiusz Trojanowski

PR & MARKETING
Paweł Feldman
Łukasz „Dziadu" Mach
Zbigniew Wafflard
Tom Ohle
Jan Molak
Anna Fedorova
Dariusz Barańczuk
Paweł Majak
Benedykt Szneider
Dorota Grzeskiewicz

QUALITY ASSURANCE
Maciej „Scaflok" Mach
Paweł Wysłowski
Franciszek Rożnowicz
Marcin Jerzak
Karol Zajączkowski
Joanna Radomska
Piotr Szymański
Magdalena Sobczak-Kozdra
Przemysław Wójcik
Jędrzej Mróz
Łukasz Szczepankowski
Bazyli Batko
Paweł Kowalewski
Michał Chobot
Piotr Skaliński
Marek Górczyński
Dominik Kosiorek
Tobiasz Magadzia
Filip Turczyński

CD Projekt Localisation Centre
MANAGING DIRECTOR
Aleksandra Ćwalina

BUSINESS DEVELOPMENT MANAGER
Dominika Szulc-Lewandowska

LOCALIZATION MANAGER & COORDINATOR
Marcin Bartkiewicz

QA SPECIALISTS
Łukasz Wątroba
Elżbieta Pustuł

QA ASSISTANT
Jan Piotrowski

LEAD TESTERS
Marek Przyjemski
Przemysław Sułkowski
Krzysztof Jabłoński

TESTERS
Błażej Jóźwik
Michał Słupecki
Artur Skoczek
Maciej Dobrodziej
Grzegorz Kohorewicz
Dominik Rzeźnicki
Michał Jędrzejewski
Michał Wielebski
Wojciech Krukowski
Mateusz Dybiec
Arkadiusz Pawłowski
Karol Falak
Grzegorz Roszkowski
Krzysztof Kuberski
Adam Pokora
Karol Jasik
Jakub Kowalczyk
Klaudia Pokój
Jarosław Sułecki
Maciej Litwiniec
Mikołaj Szenk
Arkadiusz Szczytowski
Łukasz Chorek
Marcin Kowalski
Hubert Jadczak
Marcin Ziejewski

TRANSLATION AND EDITING
Borys Pugacz-Muraszkiewicz
Anna Snarska
Paweł Krawczonek
Marcin Nastarzewski

ADDITIONAL TRANSLATORS
Marcin Bartkiewicz (Hex)
Grząślewicz Tomasz
Agata Jakubiec
Adam Maciejewski
Mariusz Stępień
Wojciech Gatys

EDITORS
Sande Chen, AUTOR
Anne Toole, AUTOR
Steve Ince
Hartmut Laepple
Anya Ezevskaya
Joanna Karaplis
Adam Foster
Marcin Bartkiewicz (Hex)
Kuba Żywko (Hex)
Artur Jachacy
Piotr Burzykowski (LocWorks)
Paweł Pisarzewski

ADDITIONAL EDITORS
Olena Andrzejewska
Kamil Juljański
Justyna Szejba
Marcin Wronikowski

LOCALIZATION CONSULTANTS
Piotr Burzykowski (LocWorks)
Paweł Pisarzewski

PROGRAMMING SUPPORT
Paweł Czoppa

POLISH VOICE RECORDINGS
START INTERNATIONAL POLSKA

PRODUCTION DIRECTOR
Paweł Araszkiewicz

VOICE DIRECTOR
ElŻbieta Kopocińska-Bednarek

SOUND EDITING
Michał Skarżyński
Jerzy Wierciński
Paweł Tymosiak

LEAD ACTOR
Jacek Rozenek

ACTORS
Adam Bauman
Adam Cywka
Agata Kulesza
Agnieszka Kunikowska
Andrzej Blumenfeld
Anna Ułas
Beniamin Lewandowski
Błażej Wójcik
Bożena Stachura
Brygida Turowska
Elżbieta Bednarek
Elżbieta Jędrzejewska
Franek Boberek
Grzegorz Pawlak
Jacek Kopczyński
Jacek Mikołajczak
Jan Kulczycki
Janusz Wituch
Jarosław Boberek
Joanna Wizmur
Krzysztof Dracz
Krzysztof Zakrzewski
Leszek Zduń
Mieczysław Morański
Miłogost Reczek
Monika Kwiatkowska
Monika Pikuła
Paweł Szczesny
Piotr Bąk
Piotr Warszawski
Robert Tondera
Tomasz Bednarek
Tomasz Steciuk
Waldemar Barwiński
Włodzimierz Bednarski
Wojciech Paszkowski
Zbigniew Konopka

THE WITCHER ENHANCED EDITION
QA MANAGER
Guillaume Rambourg

QA SPECIALIST
Elżbieta Pustuł

QUALITY ASSURANCE
Jablonski Krzysztof
Przemek Sulkowski
Lukasz Chorek
Marcin Kowalski
Artur Skoczek
Maciej Litwiniec
Hubert Jadczak
Michal Wielebski

3D Brigade Hungary Kft. – CHARACTERS EXECUTIVE PRODUCER
Tamas Daubner

PRODUCER
Balázs Kálvin

3D BRIGADE ART SUPERVISOR
Péter Szücsy

ARTISTS
Andor Kollár
András Kapolcsi
Csaba Baity
Csaba Molnár
Csaba Vékony
Gábor Balla
János Tujner
Morozan Miha
Péter Szücsy
Szabolcs Mátéfy

Bravo Interactive – CHARACTERS
CEO/PRESIDENT
Alexander Kot

ART DIRECTOR
Alexander Zayets

SENIOR ARTIST
Alexey Zayets

2D/3D ARTISTS
Yulia Solovyova
Natalia Balabukha
Irina Levanova
Anna Platash
Ivan Vavilov
Natalia Simonenko
Lidia Golubeva
Oleg Velikiy
Katerina Isaeva

Aerohills www.aerohills.com - CHARACTER TEXTURES
ART DIRECTOR / PROJECT MANAGER
Oleksiy Honcharov

ARTISTS
Natalya Kaluzhnaya
Nataliya Balaban
Irina Ponamarchuk
Sergey Rostov

Animazoo – MOTION CAPTURE
TECHNICAL DIRECTOR
Maurice L Kadaoui

MOCAP OPERATOR
Francois Deloffre

Metricminds – MOTION CAPTURE
MOCAP OPERATOR / CLEANUP
Bonsai: Philipp Helzle

SET RUNNER / CLEANUP
Corni: Cornelius Pflüger

MOTION EDITOR
Sebo: Sebo Lesik
MOTION CAPTURE SUPERVISOR / MOTION EDITOR
Rudi: Rudolf Diogo Klumpp

Detalion Art - LEVEL AND ITEMS' DESIGN
Robert Ożóg
Łukasz Pisarek
Danuta Sienkowska
Wiesław Budzik
Adam Borkowski
Mirosław Warchoł
Teresa Kosiba
Bartłomiej Ślęzak
Grzegorz Baran
Mirosław Ślęzak

FreeMind - ITEMS' DESIGN
PROJECT MANAGER
Rafał Krzywda

ARTISTS
Bartek Sutor
Krzysztof Krzyścin
Paweł Pluta
Artur Bobek

Platige Image - CINEMATICS
DIRECTOR
Tomasz Bagiński

EXECUTIVE PRODUCER
Marcin Kobylecki

2D ARTISTS
Damian Bajowski
Michał Dziekan
Krzysztof Fornalczyk
Krzysztof Kamrowski
Rafał Wojtunik

3D ARTISTS
Maciek Jackiewicz
Arkadiusz Jurcan
Szymon Kaszuba
Jakub Knapik
Grzegorz Krysik
Szymon Kuśmierczyk
Sławek Latos
Damian Nenow
Radosław Nowakowski
Kamil Pohl
Andrzej Sykut
Selim Sykut
Marcin Wasko

CHARACTER ANIMATION
Emil Drozda
Michał Hrydziuszko
Łukasz Kubiński
Grzegorz Kukuś
Zbigniew Lenard
Andrzej Zawada

TD
Bartek Opatowiecki

R&D
Łukasz Sobisz
Adam Wierzchowski

COMPOSITING
Maciek Jackiewicz
Adam Janeczek
Krzysztof Kamrowski
Marcin Pazera
Andrzej Sykut
Selim Sykut

STUNTS
Maciek Kwiatkowski
Paweł Pliszka

IT
Piotr Gętka
Tomasz Kruszona

MUSIC
Paweł Błaszczak
Adam Skorupa

SOUND FX
Adam Skorupa

EDIT
Andrzej Dąbrowski

Atari Taiwan
Paul Motion
Localisation Producer
James Chi
Product Manager, Atari Taiwan
Julian Huang
Translator
Cynthia Tsang
Localisation QA Tester

RelQ Quality Assurance
S Venugopal.
Delivery Manager
Balaji S V Group Lead
Hemanshu R Sheth
Team Lead

TESTERS
Sujesh Mithran
Danny Johnson
Ithihas Reddy
Richin Mathew

CD Projekt - POLISH LANGUAGE VERSION AND DISTRIBUTION IN POLAND

MANAGING DIRECTOR
Zuzanna Cieszkowska

MARKETING DIRECTOR
Marcin Marzęcki

BUSINESS DEVELOPMENT DIRECTOR
Michał Nowakowski

VICE-PRESIDENT IN CHARGE OF PC GAMES
Michał Gembicki

MARKETING MANAGER
Krzysztof Szulc

BRAND MANAGER
Maciej Figiel

PRODUCT MANAGER
Maciej Sachmaciński

PRODUCT ASSISTANT
Jarosław Prokop

PC GAMES COORDINATOR
Magdalena Oracz

ART DIRECTOR
Robert Dąbrowski

DTP SPECIALIST
Danka Sutkowska

GRAPHICS LAYOUT
Madgrafik

PRODUCTION DIRECTOR
Michał Bakuliński

PRODUCTION MANAGER
Magdalena Justyna

PRODUCTION SPECIALIST
Jakub Łukomski

PR & MARKETING
Paulina Kaczyńska - Press relations
Krzysztof Szarski - Online
Maciej Bańczyk - Online
Robert Purzycki - Mass media

MARKETING SPECIALIST
Bartosz Antoniak

MARKETING ASSISTANT
Krzysztof Chodakiewicz

© 2008 CD Projekt Sp z.o.o. © 2008 Atari Europe. Marketed and distributed by Atari Europe S.A.S.U. Developed by CD Projekt RED Sp. z o.o. The Witcher is a registered trademark of CD Projekt Sp z.o.o. All rights reserved. This Game was created using the BioWare Aurora Engine © 1997 – 2008 BioWare Corp. All rights reserved. BioWare, the BioWare Aurora Engine and the BioWare logo are trademarks of BioWare Corp. Windows and the Windows Vista Start Button are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. All other copyrights and trademarks are the property of their respective owners. NVIDIA, the NVIDIA logo, GeForce and "The Way It's Meant to be Played" logo are registered trademxarks and/or trademarks of NVIDIA Corporation in the United States and other countries. All rights reserved. Based on the works of Andrzej Sapkowski. The Last Wish by Andrzej Sapkowski, translated by Danusia Stok, published by Victor Gollancz, a member of the Orion Publishing Group. Uses Bink Video. Copyright ©1997-2008 by RAD Game Tools, Inc. Uses Miles Sound System. Copyright ©1991-2005 by RAD Game Tools, Inc. RenderWare is a registered trademark of Canon Inc. Portions of this software are Copyright 1998-2003 Criterion Software Ltd. and its Licensors. Portions of this software utilize SpeedTree technology. ©2001-2004 Interactive Data Visualization, Inc. All rights reserved. Lua code copyright ©1994-2008 Lua.org, PUC-Rio. Portions of this software are copyright ©1996-2004 The FreeType Project (www.freetype.org). All rights reserved. Portions of the Loki Library Copyright ©2001 by Andrei Alexandrescu.

© 2008 CD Projekt Sp z.o.o. © 2008 Atari Europe. Marketed and distributed by Atari Europe S.A.S.U. The Witcher and the Witcher Logo are trademarks of CD Projekt sp z.o.o. All rights reserved. BioWare, the BioWare Aurora Engine and the BioWare Logo are trademarks of BioWare Corp. All rights reserved. All other copyrights and trademarks are the property of their respective owners. NVIDIA, the NVIDIA logo, GeForce and "The Way It's Meant to be Played" logo are registered trademarks and/or trademarks of NVIDIA Corporation in the United States and other countries. All rights reserved. Based on the works of Andrzej Sapkowski. Windows and the Windows Vista Start button are trademarks of the Microsoft group of companies, and 'Games for Windows' and the Windows Vista Start button logo are used under license from Microsoft.