

GAME MANUAL

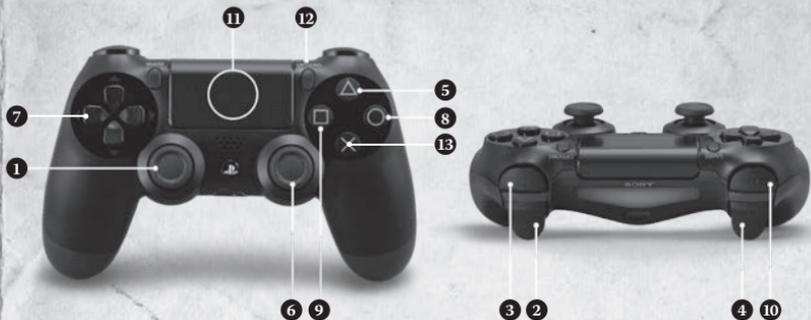
A detailed illustration of Geralt of Rivia, the protagonist of The Witcher 3: Wild Hunt. He is shown from the chest up, wearing his characteristic silver and steel armor. His long, white hair is tied back, and he has a serious, battle-worn expression with a visible scar on his forehead and glowing yellow eyes. He is holding a sword in his right hand, and another sword is visible on his back. The background is a bright, hazy white, suggesting a snowy or misty environment. The title 'THE WITCHER WILD HUNT' is overlaid on the center of the image in a stylized, metallic font. The word 'THE' is smaller and positioned above 'WITCHER'. 'WILD HUNT' is split by three red, flame-like symbols. The overall aesthetic is gritty and cinematic.

THE
WITCHER
WILD HUNT



CD PROJEKT RED

GAME CONTROLS



Default controls:

1	Movement; Steer Horse; Steer Boat; [Press Twice] Call Horse	Left stick
2	Cast Sign	R2 button
3	Quick Access Item	R1 button
4	Witcher Senses; Parry/Counterattack	L2 button
5	Strong Attack	△ button
6	Camera Movement; [Press] Change Quest Objective; [Press] Lock On Target	Right stick
7	[Up] Consumables Slot 1; [Down] Consumables Slot 2; [Left] Draw/Sheathe Steel Sword; [Right] Draw/Sheathe Silver Sword	△▽◀▶ buttons
8	Climb/Dodge/Jump; [Hold] Dismount; Surface	○ button
9	Fast Attack; Dive; Stop/Reverse Boat	□ button
10	Quick Access Menu	L1 button
11	Game Menu	Touchpad button
12	Pause Menu	OPTIONS button
13	Interact; Run/Sprint/Roll; Canter/Gallop; Swim Fast; Accelerate Boat	× button



1.

6.

9.

Kernun

11.

21:29 / CLEAR

12.

2.

7.

BREATH

10.

3.

BOAT

5.

8.

Morvan

13.

14.

SELECTED SIGN

Aard

Telekinetic blast

IGNI

Deals fire damage.

17.

CONTRACT: LORD OF THE WOOD

Kill the leschen.

Investigate the site of the monster's attack.

18.

15.

16.

SELECTED ITEM

SAMUM

Stun grenade

26.

19. QUEST UPDATED CONTRACT: LORD OF THE WOOD

Experience Points: 22
Geralt hits Ghoul for 150
Ghoul has died
Experience Points: 50

20.

22.

Vesemir: Of course. When armies pass, necrophages follow... Let's go before any more show up.

TEMERIA, ROAD TO VIZIMA MAY 1272

21.

1/5 Superior Tawny Owl

3/5 Superior Swallow

2/5 Samum

HORSE'S FEAR LEVEL

23.

STAMINA

24.

25.

Interact

Sprint

Witcher Senses

GAME INTERFACE

The game's visuals and display options are highly customizable. To adjust them, go to "Options" in the Main Menu or Pause Menu.. Note: Not all game interface features will be visible at the same time.

1. **Witcher Medallion:** Glows when there is something of interest nearby.
2. **Stamina Bar:** Displays your Stamina. Stamina decreases when you use Signs or sprint.
3. **Adrenaline Points:** Displays your current Adrenaline Points. Gained and lost during combat, Adrenaline Points increase your ability to deal damage.
4. **Currently Active Sign:** Displays your currently selected Sign.
5. **Toxicity Bar:** Displays your current Toxicity level (which increases when you drink potions). When the skull icon is highlighted, you have reached a dangerous level of Toxicity.
6. **Player Vitality:** Displays your remaining health.
7. **Current Buffs and Debuffs:** Lists the effects currently applied to you.
8. **Enemy Health Bar:** Displays the currently targeted enemy's name, level, and remaining health. The health bar's color indicates the targeted enemy's type: silver indicates an enemy of magic origin, red indicates all other enemy types. The number to the left of the bar shows the enemy's level. If you are 5 or more levels above the enemy, the number will be gray. If you are within 4 levels of the enemy, the number will be green. If the enemy is 5 or more levels above you, the number will be red. A skull near the health bar indicates the enemy is a major threat.
9. **Boss Health Bar and Name:** Shows the name and remaining health of the current boss.
10. **Oxygen Bar:** Displays the amount of air left in your lungs when diving.
11. **Current Time of Day and Weather:** Displays information about the current time of day and the weather (clear, rainy, snowing, etc.).
12. **Minimap:** Displays your surroundings, the direction of any tracked objectives, and the location of any nearby points of interest (fast travel points, quest objectives, herbs, enemies, etc.).
13. **Boat Condition:** Shows the current condition of your boat. The diagram is divided into 6 sections, each representing a segment of the boat. If any section turns red, the boat has been severely damaged. If any section turns black, the boat will sink.

14. **Companion Portrait:** Displays an image of any NPC currently following you, along with his or her current health and name.
15. **Item Durability:** Displays the condition of your currently equipped items. The display is divided into sections corresponding to the slots where you can equip items. When a section turns red, the item equipped in that slot is severely damaged.
16. **Interaction:** Displays which button you should press to perform a given action. Changes depending on your current focus.
17. **Quick Access Menu:** Use this menu to change the active Sign or Quick Access Item (crossbow, bomb, quest item, etc.) selected from your Inventory.
18. **Active Quest:** Displays the currently tracked quest and its objectives.
19. **Update Section:** Displays quest updates, items received, fast travel points discovered, points of interest encountered, levels gained, and formulae learned.
20. **Action Log:** Describes your activity and related statistics.
21. **Additional Equipment:** Displays your currently equipped consumables and your active Quick Access Item.
22. **Subtitles:** Displays subtitles for characters' dialogue.
23. **Horse's Fear Level:** Shows how close your horse is to panicking. Your horse's level of fear rises when foes approach.
24. **Horse Stamina:** Displays your horse's Stamina. When your horse runs out of Stamina, you can no longer gallop. You can still walk or canter.
25. **Controls Help:** Displays information about the actions you can perform in the game at any given moment (during combat, exploration, while swimming, on horseback, etc.).
26. **Current Location/Year:** Displayed after shifts in the story's time and location (for example, at the start of flashback cutscenes/gameplay segments).

TECHNICAL SUPPORT

For the most up-to-date manual, please visit: thewitcher.com/extras

Find CD PROJEKT RED's knowledge base at: thewitcher.com/support

If you cannot find an answer to your issue in our knowledge base, contact us by submitting a request via the Support website. All requests are handled via email.

WARRANTY

This video game carries a warranty conforming to the laws of the country in which it was purchased, valid for a duration of 90 days following the date of purchase. Proof of purchase is required.

The warranty is not valid in the following cases:

1. The video game was purchased for commercial or professional use (all such uses are strictly forbidden).
2. The video game is damaged due to incorrect handling, accident or improper use by the consumer.

For further information concerning this warranty, the consumer is invited to contact the retailer from which the game was purchased, or the distributor in the country in which the game was purchased.

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