THE WITCHER
WILD HUNT

CD PROJEKT RED

INSTALLING THE GAME

1. Close all open applications and background tasks.
2. Insert *The Witcher 3: Wild Hunt - Game Disc 1* into the DVD-ROM drive.
   - If AutoPlay is enabled, the installation screen will appear automatically.
   - If AutoPlay is not enabled, navigate to the DVD-ROM drive containing T*he Witcher 3: Wild Hunt - Game Disc 1* and run the "setup.exe" file.
3. When the game installer window appears, select the preferred language and accept the EULA when prompted.
   - The language you select will be used during installation and for the game itself. You can change the in-game text language later using the in-game menus.
4. Press "Install" to install the game to the default directory. To install the game to a different location, click "Options."
   - In "Options," you can also choose the voice-over language to be installed. English voice-overs are always installed in addition to the language you select here.
5. Run the game using the shortcut created during the installation process.

DirectX®

DirectX® 11 is necessary to run *The Witcher 3: Wild Hunt.*

PLAYING THE GAME

Launching the Game with the GOG.com Galaxy Client

Click on *The Witcher 3: Wild Hunt* shortcut. This will open the GOG.com Galaxy Client. To launch *The Witcher 3: Wild Hunt*, click "Play."

Accessing Extra Features with a GOG.com Game Code

To download updates and free DLC, you must connect your game to a GOG.com account. To do so:

1. Click on *The Witcher 3: Wild Hunt* shortcut. This will open the GOG.com Galaxy Client.

2. Click "Connect Your Game Now."

3. Create a free GOG.com account or log in to an existing one.

4. Enter your GOG.com Game Code to redeem.

Changing Voice-overs

You can select a different voice-over language in the "Settings" section. Doing so will download the voice-over files for the language of your choice. You must be logged in to your GOG.com account to download new voice-over files. English voice-over files will remain available in addition to the language you select here.

Importing Saved Games

You can import a saved game from *The Witcher® 2: Assassins of Kings*. Doing so will incorporate the choices you made in that saved game into your The Witcher 3 experience. To import a saved game, click on "Import *The Witcher 2* saved game" in the Main Menu under the "New Game" option.

NOTE: This option is only available if there are saves from *The Witcher 2: Assassins of Kings* present in the saved game folder:

%SystemDrive%\Users\%USERNAME%\Documents\Witcher 2\gamesaves

Any *The Witcher 2* saved games present in that folder can be imported into *The Witcher 3: Wild Hunt*. However, it is highly recommended you use the final autosave from Act 3 of *The Witcher 2*, as any earlier saves will not incorporate choices made in the latter stages of the game. Default settings will be applied to any choices not imported.

If no *The Witcher 2* saved games are present, a dialogue can be triggered during the Prologue, allowing you to answer questions to simulate an import of your choices from *The Witcher 2*.

Performance Note

Running this game on NVIDIA® GeForce® GPUs will enable the best possible playing experience.

GAME CONTROLS

Default Keyboard Assignment

Movement	**W, A, S, D**	Inventory	**I**
Interact, Dismount	**E**	Character Panel	**K**
Surface/Climb/Jump/ [Hold] Roll	**Space**	Glossary	**G**
		Bestiary	**B**
Dodge	**Alt**	Map	**M**
Lock On Target	**Z**	Game Menu	**Enter**
Quick Access Menu	**Tab**	Pause Menu	**Esc**
Cast Sign	**Q**	Draw Steel Sword	**1**
Run/Sprint/Canter/Gallop; Swim Fast; Accelerate Boat	**Left Shift**	Draw Silver Sword	**2**
Call Horse/Stop Horse	**X**	Sheathe Sword	**C/~/é**
Stop/Reverse Boat	**S**	Consumables Slot 1	**R**
Dive/Submerge	**C**	Consumables Slot 2	**F**
Toggle Walk/Run	**Left Ctrl**	Select Sign	**3, 4, 5, 6, 7**

Mouse

Fast Attack	**Left Mouse**
Strong Attack	**Left Mouse + Shift**
Quick Access Item/Crossbow	**Middle Mouse**
Witcher Senses; Parry/Counterattack	**Right Mouse**

1.

2.

3.

4.

5.

6.

7.

8.

9. Kernun

10. BREATH

11. 1:38 PM / CLEAR

12.

13.

14.

15.

16.

17.

18. CONTRACT: LORD OF THE WOOD

Kill the leshen.

Investigate the site of the monster's attack.

BOAT

Kernun

QUEN

AXII

YRDEN

IGNI

AARD

⟨ 1/2 ⟩
Magic Lamp

25
Ofieri Crossbow

⟨ 1/2 ⟩
3
Enhanced Grapeshot

Telekinetic blast

↑ 543
♀ 949

19. QUEST UPDATED
CONTRACT: LORD OF THE WOOD

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

21.

R 3 Enhanced Swallow
F 1 Water
T 4 Enhanced Tawny Owl
Y 2 Dried fish
∞ Bolts

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

23. HORSE'S FEAR LEVEL

24. STAMINA

25.

Sprint | Left Shift
Jump | Space
Witcher Senses [Hold] | Q
Call Horse | X

26. TEMERIA, ROAD TO VIZIMA
MAY 1272

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 5 levels of the enemy, the number will be green. If the enemy is stronger than 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.

CREDITS

Layout:

Karolina Oksiędzka
Grzegorz Strus

Cover:

Bartłomiej Gaweł

Collector's Edition Figure:

uDock.eu Creative Studio:
Tomasz Radziewicz
Ścibor Teleszyński
Adam Świerżewski

Engineering Support:

Aron Zoellner
Tae-Yong Kim
Jiho Choi
Dane Johnston
Hermes Lanker
Louis Bavoil
David Sullins
Bryan Galdrikian
Matt Rusiniak

CD PROJEKT RED®

gog.com DRM-FREE
GAMES STORE

umbra

WWW.THEWITCHER.COM