

GAME MANUAL

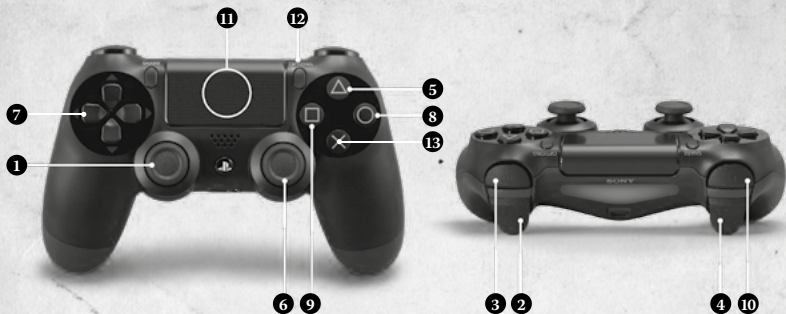
A detailed illustration of Geralt of Rivia, the protagonist of The Witcher 3: Wild Hunt. He is shown from the chest up, wearing his iconic silver and steel armor. His white hair is tied back, and he has a serious, battle-worn expression with a visible scar on his forehead and glowing yellow eyes. He holds a sword in his right hand and a crossbow in his left. 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 'WILD HUNT' part of the title is separated by a red three-pronged logo. The CD Projekt Red logo is at the bottom center.

THE  
WITCHER  
WILD HUNT



CD PROJEKT RED

## GAME CONTROLS



### Default controls:

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





1.

2.

3.

13.

14.

19.

20.

21.

6.

8.

16.

22.

Kernun

BREATH

Kernun

17.

< 1/2 >

Magic Lamp

25

Offeri Crossbow

< 1/2 >

Enhanced Grapeshot

Telekinetic blast

HORSE'S FEAR LEVEL

STAMINA

9.

10.

11.

1:38 PM / CLEAR

12.

543 ft

949 ft

CONTRACT: LORD OF THE WOOD

Kill the leschen.

Investigate the site of the monster's attack.

18.

26.

TEMERIA, ROAD TO VIZIMA

MAY 1272

Sprint [Hold]

Jump

Witcher Senses [Hold]

Call Horse [Press Twice]

23.

24.

25.

## 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](http://thewitcher.com/extras)

Find CD PROJEKT RED's knowledge base at: [thewitcher.com/support](http://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.

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