

 XBOX ONE™

GAME MANUAL



THE  
**WITCHER**  
WILD  HUNT



CD PROJEKT RED™

## GAME CONTROLS





1. Geralt's Health Bar  
2. Ghoul's Health Bar  
3. Boat icon  
4. Boat icon  
5. Ghoul's Skill Bar  
6. Ghoul's Skill Bar

7. Ghoul's Skill Bar  
8. Ghoul's Skill Bar  
9. Geralt's Health Bar  
10. Geralt's Health Bar

11. Time of Day / Weather  
12. Map  
13. Boat icon  
14. Geralt's Health Bar

15. Geralt's Health Bar  
16. Ghoul's Health Bar

17. Skill icons: Igni, Axii, Quen, Yrden, Aard  
18. Contract: Lord of the Wood  
19. QUEST UPDATED  
CONTRACT: LORD OF THE WOOD

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

21. Inventory items:  
1/5 Enhanced Tawny Owl  
3/5 Enhanced Swallow  
∞ Bolts

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

23. HORSE'S FEAR LEVEL  
24. STAMINA

25. Magic Lamp, Offer Crossbow, Enhanced Grapeshot  
26. TEMERIA, ROAD TO VIZIMA  
MAY 1272

27. Kill the leschen.  
Investigate the site of the monster's attack.

28. Sprint [Hold] A  
29. Jump B  
30. Witcher Senses [Hold] S  
31. Call Horse [Press Twice] L



## 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.

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