THE WITCHER® 2

ASSASSINS OF KINGS

USER MANUAL

Table of Contents

1. Before you begin 2

1.1 Game and driver installation 2

1.2 New game 2

1.3 Options 2

1.4 Saving and loading the game 3

1.5 Exit game. 3

2. Beginning the game and the tutorial 3

2.1 Game interface 3

2.1.1 Main gameplay screen 3

2.1.2 Medallion 5

2.1.3 Quick selection menu 6

2.1.4 Inventory panel 7

2.1.5 Journal panel 8

2.1.6 Map panel 9

2.1.7 Meditation 9

2.1.8 Character traits 10

2.2 Exploring the game world 10

2.3 Minimap and markers 11

2.4 Interactions 11

2.5 Dialogues 11

2.6 Gameplay dialogues. 12

2.7 Quick Time Events 12

3. Combat 13

3.1 Movement 13

3.2 Melee 13

3.2.1 Dealing blows 13

3.2.2 Blocking and counterattacking 13

3.3 Witcher magic 14

3.3.1 Signs 14

3.4 Bombs, daggers and traps 15

3.5 Temporary effects. 15

3.5.1 Potions and oils. 16

3.5.2 Places of Power 16

3.5.3 Critical effects 16

3.6 Finisher moves and adrenaline. . . 17

4. Character advancement 18

4.1 Experience 18

4.2 Abilities 18

4.3 Development paths. 18

4.3.1 Ability listing 19

4.4 Mutagens 23

5. Alchemy 24

5.1 Types of alchemical mixturesh . . . 24

5.2 Acquiring formulae 25

5.3 Ingredients. 25

5.4 Preparing mixtures and bombs . . 25

6. Inventory 28

6.1 Sword and armor upgrades 28

6.2 Crafting items 28

7. Minigames 29

7.1 Dice poker 29

7.2 Fistfighting 30

7.3 Arm wrestling 30

8. Default keys 31

1. Before you begin

1.1 Game and driver installation

Follow the instructions on-screen. Select the fast installation option to install the game in a default directory, or the non-standard installation option to select the installation directory yourself.

You will be able to run the game after installing it.

The **Witcher 2: Assassins of Kings** requires DirectX® 9.0c drivers or better. If you do not have DirectX®, the installer will ask you to accept a license agreement and will install the most recent DirectX® version.

1.2 New game

Select this option to begin a new game. There are four difficulty levels available.

Low – for inexperienced gamers. Geralt meets weaker opponents and receives less damage, while he himself deals more damage. Most battles can be won using only a sword.

Medium – for mid-advanced gamers. The opponents' levels are normal. The gameplay is balanced. Most battles can be won using a sword and magical signs.

High – for very experienced gamers. Opponents deal high damage, and it's harder to acquire items. Many battles require the use of a sword, magic and alchemy.

Insane – for unusually skilled gamers who expect an extremely high difficulty level. Opponents deal very high damage and no saved game can be loaded if Geralt dies. This difficulty level is harder than High.

1.3 Options

Choose this option to set the game options you like.

Gameplay options – this panel allows you to change gameplay options, such as displaying subtitles and keys onscreen, minimap markers and controls.

Graphics options – this panel allows you to change display settings – saturation, contrast and resolution.

Sound options – this panel allows you to configure the volume of music, background sounds and dialogues.

Extras – his panel allows you to view additional game material.

1.4 Saving and loading the game

The game will automatically make a savegame from time to time at important points. You should also save the game yourself in the moments you deem appropriate. The F5 key serves that purpose. You can load a saved game by selecting the „Load game" option in the menu, where you will find a list of saved games. When in game, you can use the quickload key to load the most recent savegame.

1.5 Exit game

Choose this option to exit the game.

2. Beginning the game and the tutorial

You play the game as Geralt of Rivia. You begin the game in the La Valettes' dungeons, interrogated by Vernon Roche. Your first task is to convince the man he has no right to detain you.

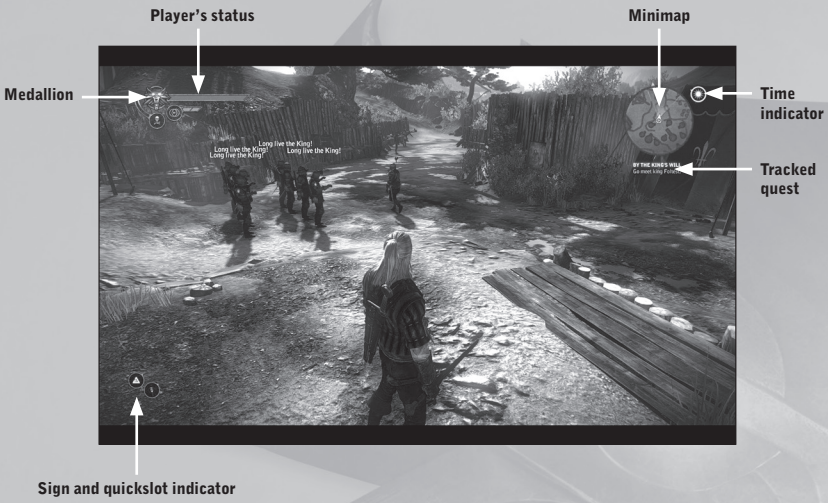
Every time you have a chance to make a new action, learn gameplay mechanisms and the interface, a tutorial will appear on-screen. It will then explain basic game elements to you.

2.1 Game interface

The interface allows you to learn all information concerning the game and its story.

2.1.1 Main gameplay screen

The main gameplay screen displays the game world.



Minimap – shows your position in the game world. It displays markers concerning important locations and quests. It indicates the direction you should head to in order to complete the presently tracked quest.

Time indicator – displays the current time of day.

Tracked quest – displays the presently tracked quest and a short description of its goals.

Sign and quickslot indicator – displays the presently selected sign and item in the quickslot.

The main screen also displays information visible only for a set amount of time. These include:

Quest updates – displayed when a quest enters a new phase or is completed.

Tutorial – short information helpful during the game.

Temporary effect timers – timers displaying how long the effects of a potion, oil, Quen sign, Place of Power or critical effect will last.

Interaction indicator – displayed when it's possible to interact with a character or item.

Looting window – displayed when you can pick some items up. It displays the four most valuable items from a given container.

Combat log – displayed during combat, it informs about the amount of damage dealt and received.

Adrenaline bar – displayed beneath the player's status when you are able to gain adrenaline from blows, signs or intoxication.

2.1.2 Medallion

Medallion – can be used when energized, as indicated by a pulsating yellow aura. The medallion highlights items, herbs, monsters and places of Power.

Vitality – indicates the character's health level. Should it be depleted due to damage taken, Geralt will die.

Vigor – indicates the amount of the hero's vigor points. Vigor points are necessary to use signs and blocking enemy blows.

Toxicity – indicates the level of the hero's intoxication. A high toxicity won't allow you to consume additional potions, meaning you will have to wait for the toxicity to fall.

2.1.3 Quick selection menu

The quick selection menu is enabled by pressing the Ctrl key and allows you to select a sign or item that will then be quickly used in combat.

Sign selection – allows you to select one of the signs: Aard, Yrden, Igni, Quen or Axii

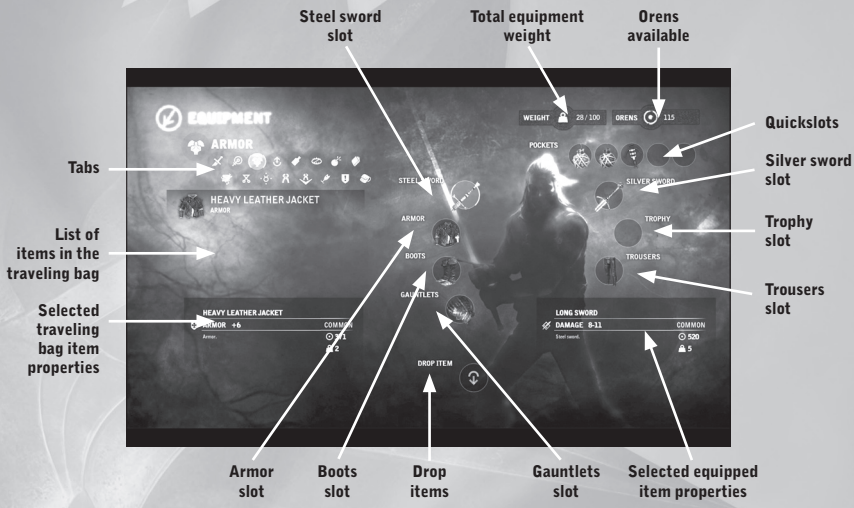
Quickslot item selection – allows you to select a dagger, bomb or trap previously placed in a quickslot in the inventory panel

Meditation – allows you to begin meditation

Silver sword selection – results in drawing/sheathing the silver sword

Steel sword selection – results in drawing/sheathing the steel sword

2.1.4 Inventory panel

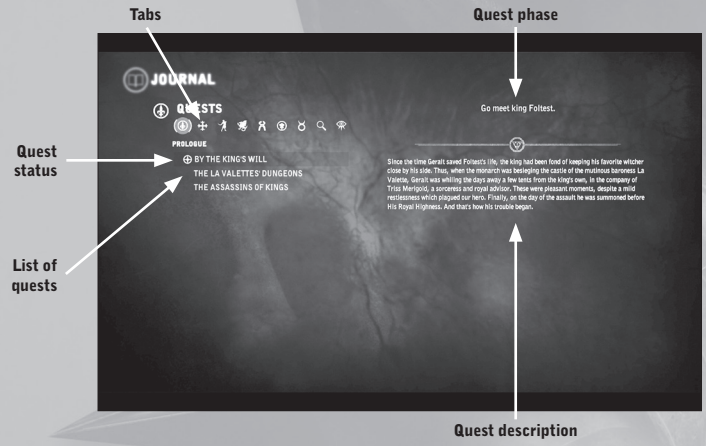


The inventory panel is divided into two parts. Your traveling bag and a list of items within it are visible to the left. Presently equipped items are visible to the right. Items can be moved between the traveling bag and the equipment slots.

The travellng bag is divided into tabs that display various types of items: weapons, ranged weapons, armor, upgrades, traps, bombs, books, trophies, mutagens, alchemical ingredients, crafting components, diagrams and formulae, baits, quest items and a tab displaying all items.

2.1.5 Journal panel

The journal contains all information on the game world and gameplay elements. It is divided into the following tabs: quests, locations, characters, monsters, crafting, tutorials, alchemy, glossary and retrospections.



Quest tab

Displays all quests that Geralt has accepted, including their descriptions and status.

Quest statuses:

⊕ quest tracked

✓ quest successfully completed

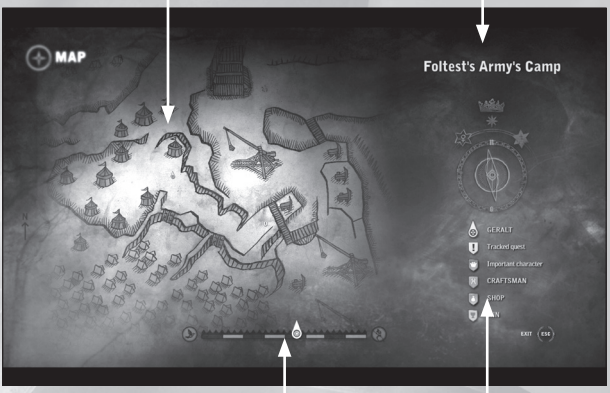
✕ quest failed

! new journal entry or entry actualization.

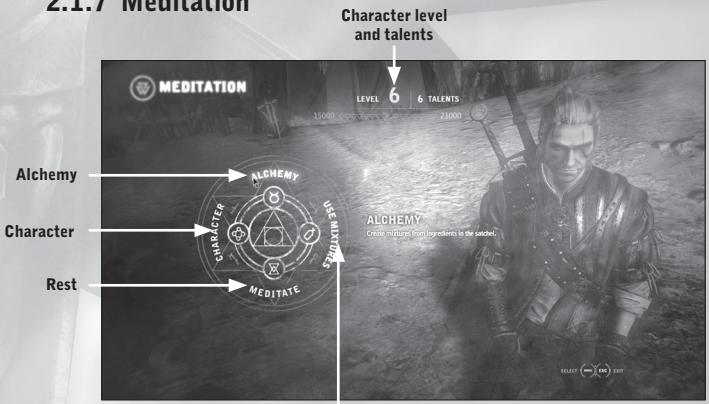
The other tabs have a similar structure. The crafting and alchemy tabs will allow you to view diagrams and formulae that Geralt knows.

2.1.6 Map panel

This panel allows you to view your position in the game world and to see information on important locations.



2.1.7 Meditation



Meditation allows you to access four panels:

Alchemy – which allows you to create mixtures based using the formulae you know.

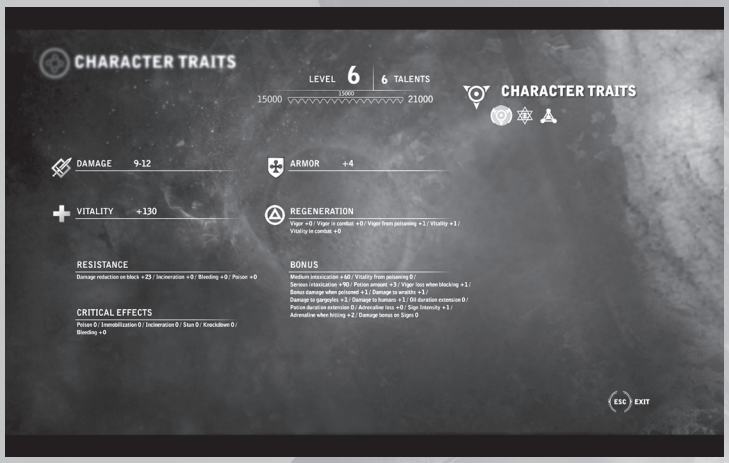
Drink potions – which allows you to drink prepared potions.

Rest – which allows you to pass time until a selected hour.

Character – which allows you to distribute talents and learn new abilities.

2.1.8 Character traits

This panel displays all your statistics concerning attack, defense, regeneration, bonuses and chances, as well as critical effect immunity.



2.2 Exploring the game world

You see the game world in TPP view and move Geralt using the W, S, A, and D keys. You rotate the camera using the mouse so as to have the best view of in-game events.

2.3 Minimap and markers

The minimap allows you to view your in-game position at a glance. The following markers are visible on the minimap:

- tracked quest
- important character
- craftsman
- shop
- inn

Furthermore, your enemies are visible on the minimap in the form of red dots.

2.4 Interactions

Thanks to using a mechanism of precise target selection, all in-game interactions are supported by the left mouse button. When interacting with an item is possible, information regarding the type of interaction will be displayed on-screen. The most important interactions are: beginning dialogue, picking up an item, picking herbs, passing a door and scaling an obstacle, lighting a lamp, viewing a notice board and many, many more. When two types of interactions with a given item or person are possible, the right mouse button is also used for interacting.

2.5 Dialogues

When you talk to other characters, the things said by both them and you will be displayed at the bottom of the screen. Dialogue options are displayed in a list on the screen's right, and you can pick the option you want using either the mouse or the keyboard arrows and the Enter key.

2.6 Gameplay dialogues

When talking to other characters, you will often see gameplay icons next to the dialogue options. They are used to enter special panels or minigames. The icons are as follows:

Trade –opens a shop panel, which allows you to buy or sell various items.

Craft an item – opens a crafting panel, which allows a craftsman to use items and diagrams provided by you to craft an item, such as a sword or armor.

Bribe – allows you bribe the character. Sometimes you will have to use this option to gain information.

Intimidation – one of the forms of influencing the character you are talking to. Intimidation can fail, and failures will affect how the rest of the discussion transpires

Persuasion – one of the forms of influencing the character you are talking to. More pleasant than intimidation.

Axii - one of the forms of influencing the character you are talking to. Makes use of the Axii Sign.

Dice pokers – begins a dice minigame.

Fistfighting – begins a fistfight.

Armwrestling – begins an armwrestling minigame.

Exit dialogue – Allows you to finish the discussion.

2.7 Quick Time Events

In some sections, the Quick Time Event (QTE) mechanism will be a gameplay element. It requires you to press the appropriate key when a hint is displayed on-screen. If the key hint is accompanied by a bar, it means you'll have to hold the key until the bar is full. A failed QTE may have dire repercussions, so beware.

3. Combat

Combat is an inseparable part of a witcher's profession, so you will have many chances to perfect your fighting abilities in-game.

3.1 Movement

Movement in combat is not drastically different from regular movement. You can move Geralt using the W, S, A, and D keys. You rotate the camera using the mouse so as to have the best view of in-game events.

Rolling is an important maneuver, as it helps to quickly avoid blows or increase or decrease the distance to an enemy. Rolling forward is done by pressing the Space key. Pressing an appropriate movement key (W, S, A, and D) twice will result in a roll in the selected direction.

3.2 Melee

Steel and silver swords, typical weapons of the witchers, are available in-game. Steel swords are more effective when fighting sentient races, while the silver ones are used against monsters. It may turn out that you'll have to youse an improvised weapon – a pick or an axe – and in rare circumstances even your fists.

3.2.1 Dealing blows

You attack your enemies by pressing either the left or the right mouse button. The left mouse button is used for swift blows, while the right mouse button is used for strong blows. You must use either strong or swift blows depending on the enemy you face. Swift blows deal less damage than strong blows, but are an excellent choice when facing agile opponents who use no armor or shields. If you face less agile but better armored opponents, the strong blows will be more appropriate – dealing them takes more time, but they have more strength behind them, which results in greater damage dealt to enemies.

When you're in combat, the closest enemy is automatically selected (this is represented by an icon on his body and a health bar over him), and pressing LMB or RMB will result in making a blow in his direction. To attack a target other than the one currently selected, all you have to do is rotate the camera or press a movement key (W, A, S or D).

3.2.2 Blocking and counterattacking

When you're fighting a strong enemy, or one equipped with a shield, it's a good idea to block his blows. Parrying an enemy's blow successfully strikes him off balance,

making it easier to attack him. You block by pressing the E key. Vigor points are necessary to block.

After getting the Riposte skill, you will be able to effectively impressively counter enemy attacks. You begin the counterattack with your block up (holding the E key) – when an opponent will try to land a blow on you, the icon on his body will turn into a sword icon for a moment, signifying the best opportunity to counterattack. At this point you should press LMB and Geralt will make a dodge and a dynamic riposte.

3.3 Witcher magic

Though witchers tend to used swords when fighting, they also can use special spells – known as Signs – that can not only wound opponents, but also give them tactical superiority. To cast a Sign you select it using the quick menu and then press the Q key or the middle mouse button. Casting a Sign costs one point of vigor.

3.3.1 Signs

Geralt uses five basic Signs and a special one, which is only available after getting the Magical sense skill (see subsection 3.6 and section 4). Signs can be upgraded (See section 4).

The Aard Sign – a telekinetic wave that can throw back, knock down or stun an opponent. This Sign can also be used to destroy obstacles, for example crumbling walls.

The Yrden Sign – a magical trap placed on the ground, which will wound and immobilize opponents. The Sign's basic level allows you to place a single Yrden Sign on the ground. After upgrading it, you'll be able to place up to three Yrden Signs at a time. These will work in unison, creating an impassable barrier.

The Igni Sign – a gush of flames that wound opponents. When upgraded, the Sign has a chance of incinerating opponents and has a larger area of effect.

The Quen Sign – a protective shield that lasts for 30 seconds at the Sign's basic level. It is a Sign that Geralt uses on himself – the Quen absorbs all damage directed at you, and the upgraded version reflects 50% of the damage at the enemy. While the Quen is in effect, Geralt cannot regenerate vigor.

The Axii Sign – a charm placed on an opponent. If the charm attempt is successful, the enemy will become your ally for a short while, fighting at your side.

3.4 Bombs, daggers and traps

Apart from the Signs, Geralt also has access to bombs and daggers that allow him to attack at a distance longer than the sword's blade, and traps that can be placed on the ground. To use daggers, you must first get the Dagger throwing skill.

Daggers are a standard ranged weapons, and are effective against weaker opponents. Bombs, on the other hand, are useful against groups of enemies. Your bombs can have several effects – stunning, incineration or poisoning.

You can throwing daggers and bombs in two ways. The auto-aiming mode is used against the currently selected target. When you quickly press the R key, the dagger or bomb will hit that target. The manual aiming mode, allows you to use the mouse to aim. In order to do so, you should press and hold the R key until a crosshair appears. This will allow you to aim the mouse and throw your projectile by releasing the R key.

You also use the R key when setting traps. After you press it, Geralt will begin placing a trap at the spot he's currently in. Keep in mind that setting a trap takes some time, so if there is an enemy nearby, it's better to use other means of dealing with him.

You will find a list of bombs in section 5.

3.5 Temporary effects

Various temporary effects may be in effect in combat. These are reflected by timers in the upper part of the main gameplay screen.

3.5.1 Potions and oils

Potions and oils temporarily raise your combat statistics, and must be used before entering combat. Using them, you can increase your damage, regeneration or chances of causing a critical effect.

Drinking potions – to drink a potion enter meditation and pick the „Use mixtures" option. To the left you will see a list of available potions, while to the right you will see the potions currently in effect, along with your toxicity level. Pick the potion you wish to drink and press the Space key. You will see how intoxicated you will become if you drink the potion. Then press Enter and you will drink the potion. Two potions can be in effect simultaneously, and three after you get the Taster skill.

Coating blades – to coat your blade with an oil, enter the inventory panel and pick the „Oils" tab. Drag the oil you're interested in to your sword, and it will be applied. When viewing the sword's properties, you'll be able to see what oil is currently in effect, and how long it will remain so.

3.5.2 Places of Power

A Place of Power is a focus point of arcane energies, which can be recognized by ripples in the air. When you spot a place like that, use your medallion and enter the ripples to activate it. Places of Power temporarily raise your statistics, such as vitality regeneration or Sign power. They provide additional support in combat.

3.5.3 Critical effects

Critical effects – these include poisoning, bleeding, incineration and stun. Geralt can inflict them on his enemies, but they can be inflicted on Geralt in turn. The effect will occur depending on whether it is triggered and on Geralt's resistance.

You can view your chances of causing critical effects in the character panel – the odds can be raised by getting or improving the appropriate skills, acquiring new mutations, drinking potions and using oils.

Geralt's resistances to critical effects caused by opponents can be raised by getting appropriate skills and wearing appropriate equipment.

3.6 Finisher moves and adrenaline

If you manage to stun an opponent, for example, by using the Aard Sign, you will be able to perform an impressive finisher move, which will instantly kill him. To do so, you only need to strike the stunned enemy. You'll be able to finish your opponents off that way if your chance of causing a critical effect, such as stunning, is high.

Adrenaline accumulates when you learn the Combat acumen, Mutant or Magical sense skill. The adrenaline bar will then appear beneath the vigor bar. When it is full, you will be able to use a special ability – a group finisher move, berserk or the Heliotrope Sign. The X key is used to activate the ability.

The group finisher move – available after you learn the Combat acumen skill. It is a series of impressive blows, which allow you to kill up to three enemies at once.

Berserk – available after you learn the Mutant skill. Once berserk is activated, Geralt will deal supernatural amounts of damage for a short time.

The Heliotrope Sign – available after you learn the Magical sense skill. This Sign warps space and time. It is a barrier that makes your enemies move slower than usual, allowing you to gain incredible advantage, especially when facing multiple opponents.

4. Character advancement

As the story of his adventure advances, so does Geralt. He will learn new abilities, upgrade those he already has, and raise his statistics.

4.1 Experience

Geralt will receive experience points for defeating enemies and for completing quests. After he gets enough experience points, his character level increases. This increases vitality and gives you a talent point which you can use to develop abilities. The maximum character level is 35.

4.2 Abilities

Abilities are the most important part of character advancement. They allow you to raise your statistics and to learn new skills. To develop an ability, you must have talent points available and enter meditation. After selecting the "Character" option, you will see an ability tree divided into four parts: training, swordsmanship, alchemy and magic – these are the development paths that determine your focus in combat. Almost all abilities have their prerequisites, as reflected by the net of connections between them – you cannot get an ability if you do not have the prerequisite one. Two levels of each ability are available.

4.3 Development paths

Training – the primary development path. To begin another path, you must spend at least six talents on the talent path abilities.

Swordsmanship – if you decide to develop this path, Geralt will be better at swordplay. He will deal more damage, suffer less from blocks and have a better chance of causing critical effects on his enemies. This path allows you to learn how to counter enemy blows and execute group finishers. This development path is for the gamers who prefer simple gameplay, focus on strength and head-on combat.

Alchemy – developing this path means you will focus on using potions, oils and bombs. Geralt will become an expert in preparing mixtures. The duration of their effectivenes will increase, and while it lasts, Geralt will deal more damage and regenerate more quickly. This path allows you to learn the berserk mode and to create mutagens as side effects of preparing mixtures. This development path is for gamers who prefer to rack their heads a bit.

Magic – this path allows you to upgrade the Signs you know, which will strengthen their effects, increase the damage they deal and add new traits to them – like incinerating opponents with the Igni Sign or reflecting damage with the Quen Sign. This path allows you to learn the impressive Heliotrope Sign, which warps space and time. This development path is for gamers who prefer the gameplay to be balanced between direct and ranged combat.

You can develop the paths independently of each other, but it is worth noting that the most powerful abilities are at the end of each tree, so you should spend your talents wisely. You cannot un-learn an ability you have learned; once you have made your choice, you have to live with it.

4.3.1 Ability listing

Training

Ability	Level 1	Level 2
Vigor regeneration	Vigor regeneration outside combat +25 %	Vigor regeneration outside combat +25%
Hardiness	Vitality +10	Vitality +50
Parrying	Unlocks the ability to parry blows from all directions.	Damage reduction when blocking: 100%
Dagger throwing	Unlocks the ability to throw daggers.	Damage dealt by daggers: +20
Arrow redirection	Unlocks the ability to redirect arrows.	Unlocks the ability to redirect arrows towards the shooter.
Fortitude	Vigor regeneration in combat +10%	Vigor +1

Sworsmanship

Ability	Level 1	Level 2
Position	Damage taken from back stabs: 150%	Damage taken from back stabs: 100%
Riposte	Unlocks the ability to counter an opponent's blows	Chance of instant kill when counterattacking: 50%

Feet work	Distance covered while dodging +100%	Distance covered while dodging +200%
Violence	Sword damage +5%	Sword damage +20%
Whirl	Unlocks the ability to deal damage to many opponents. Additional opponents take 50% damage.	Additional opponents take 100% damage.
Guard	Vigor needed to block incoming blows: -25%	Vigor needed to block incoming blows: -50%
Tough Guy	Damage reduction: +5%	Damage reduction: +40%
Schemer	Vigor regeneration during combat: +10%	Vigor regeneration during combat: +40%
Hardy	Vitality +25	Vitality +100
Precision	Chance of critical effect: bleeding: 10%	Chance of critical effect: bleeding: 20%, Sword damage: +20%
Sudden death	Chance of instant kill: +2%	Chance of instant kill: +5%
Finesse	Chance of all critical effects: +5%	Chance of all critical effects: +15%
Invincible	Vitality +50, Damage reduction +10%	Vitality +150, Damage reduction +30%
Combat acumen	Unlocks group finishers, activated after the adrenaline bar charges. Allows the generation of adrenaline through sword blows.	Damage +20%, Damage reduction +20%
Whirlwind	Generation of adrenaline through sword blows: +10%, All resistances: +10%, Chance of all critical effects: +10%	Generation of adrenaline through sword blows: +30%, All resistances: +20%, Chance of all critical effects: +20%

Alchemy

Ability	Level 1	Level 2
Alchemist	Bomb damage: +10%, Trap damage: +20%	Bomb damage: +20%, Trap damage: +20%
Synthesis	Vitality +10	Vitality +50
Side effect	Chance of creating a mutagen as a byproduct of alchemy: 2%	Chance of creating a mutagen as a byproduct of alchemy: 10%
Specialization: potions	Potion duration +10%	Potion duration +40%
Harvester	Alchemical ingredients harvested: +50%	Alchemical ingredients harvested: +100%
Catalysis	Effects of potions taken: +15%	Effects of potions taken: +35%
Specialization: oils	Oil duration: +10%	Oil duration: +40%
Transmutation	Effects of all oils used +15%	Effects of all oils used +35%
Impregnation	Effects of all mutagens +15%	Effects of all mutagens +35%
Taster	Unlocks the ability to drink an additional potion.	Damage reduction when intoxicated +10%
Condensation	Vigor regeneration when intoxicated +15%	Vigor regeneration when intoxicated +35%
Metathesis	Damage when intoxicated +10%	Damage when intoxicated +30%
Berserker	Chance of an instant kill when intoxicated +1%	Chance of an instant kill when intoxicated +3%
Mutant	Unlocks berserk mode, activated after the adrenaline bar charges. Allows adrenaline generation when intoxicated.	Adrenaline generation when intoxicated +25%
Amplification	Adrenaline generation when intoxicated +15%, Damage when intoxicated +10%, Damage reduction when intoxicated +10%	Adrenaline generation when intoxicated +50%, Damage when intoxicated +30%, Damage reduction when intoxicated +30%

Magic

Ability	Level 1	Level 2
Enhanced Aard Sign	Unlocks Aard Sign level II. Aard Sign deals damage to opponents. Sign damage: 1. Sign range +2m	Unlocks Aard Sign level III. Aard Sign deals damage to opponents. Sign damage: 6. Aard Sign has an area effect. Sign range +6m
Destructive magic	Sign damage +5	Sign damage +10, vigor +1
Enhanced Axii Sign	Unlocks Axii Sign level II. Hexed opponent gets: Vitality +20%, Damage dealt +20%	Unlocks Axii Sign level III. Hexed opponent gets: Vitality +50%, Damage dealt +50%
Enhanced Quen Sign	Unlocks Quen Sign level II. Quen reflects 20% damage. Sign duration +20s	Unlocks Quen Sign level III. Quen deflects 50% damage. Sign duration +60s
Magic intensification	Sign power +1	Sign power +2, Damage reduction +10%
Venting	Quen transfers reflected damage to two enemies.	Quen transfers reflected damage to three enemies.
Fatal attraction	Enables to hex up to two opponents with Axii Sign.	Enables to hex up to three opponents with Axii Sign.
Magical vigor	Vigor +1	Vigor +2
Enhanced Igni Sign	Unlocks Igni Sign level II. Chance to incinerate an opponent. Sign range +3m	Unlocks Igni Sign level III. Igni Sign has an area effect Sign range +6m
Enhanced Yrden Sign	Unlocks Yrden Sign level II. The player can set two traps.	Unlocks Yrden Sign level III. The player can set three traps.
Glyph enhancement	Yrden traps join together, making it impossible for opponents to move between glyphs.	The glyph it creates deals damage to opponents: 5 damage/s

Energy flow	Critical effect chance of Signs +5%	Critical effect chance of Signs +25%
Magical life force	Vitality +50	All resistances +5%
Magical sense	Unlocks Heliotrope Sign, activated after the adrenaline bar charges. Allows the generation of adrenaline through Signs.	All resistances +5%, Adrenaline generation through Signs +50%
Control over the Power	All resistances +20%, Sign damage +30%, Adrenaline generation through Signs +10%	All resistances +5%, Sign damage +10%, Adrenaline generation through Signs +65%

4.4 Mutagens

Mutagens are powerful mutation-triggering agents. They allow you to raise your abilities even further. Mutagens can be acquired in two ways: you can loot one from a defeated enemy or you can create one as a byproduct of alchemy. To undergo mutation, enter meditation, and then select the „Character" option and find an ability that has a mutagen slot. The mutation cannot be reversed.

Mutagens usually take one of three forms: lesser, basic and greater. Each of these forms raises the character's statistics, but by a different amounts.

Mutagen variants:

Critical effects mutagen
Effect: increases the chance of causing critical effect.

Range mutagen
Effect: increases the range of the Aard, Igni and Axii Signs.

Vitality mutagen
Effect: increases vitality.

Power mutagen
Effect: increases sword damage.

Strength mutagen
Effect: increases damage reduction.

Concentration mutagen
Effect: increases Sign damage.

5. Alchemy

Regardless of whether you select the alchemist development path or not, mastering the art of preparing potions and oils as well as producing bombs will be an important gameplay element. The skilful use of these items may save your skin many times. Alchemical knowledge is important for a witcher, since he can often use it to increase the damage he deals, his regeneration abilities, or the chances to cause a critical effect.

5.1 Types of alchemical mixtures

In this game you have the ability to use alchemy in order to create three types of items:

Potions – drank before combat, they temporarily raise your statistics. These are liquid mixtures that are created by adding special ingredients, such as herbs and monster body parts, to an alchemical base – usually alcohol. Drinking a potion equals poisoning one's organism, therefore, apart from enhancing certain senses, most potions have side effects.

Oils – blade coatings used before combat. These allow to temporarily raise damage dealt to specific opponents, or raise the chance of causing a critical effect. They have no side effects.

Bombs – distance weapons that allow you to surprise the opponent and stun, incinerate or panic him. Often a bomb used at the appropriate moment, for example against a group of enemies, can help you gain the upper hand in a tough fight.

5.2 Acquiring formulae

To prepare a mixture, you must know what alchemical ingredients to mix – formulae and recipes are helpful in that regard. Since Geralt has only basic alchemical knowledge, he can't prepare all the mixtures, which are often the results of experiments by mages or herbalists. Formulae can be acquired in three ways in-game: as a reward after completing a quest, bought in a shop or found as loot. When you learn a new formula, it will be available in your equipment, journal and the alchemy panel.

5.3 Ingredients

Nine natural substances are used when producing potions, oils and bombs. They are: Vitriol, Hydragenum, Rebis, Aether, Quebrith, Vermillion, Caelum, Sol and Fulgur.

These substances are found in alchemical ingredients: herbs and monster body parts – for example in Nekker claws. When you pick up an alchemical ingredient, you'll be able to check what substance it contains in your equipment and in the alchemy panel.

5.4 Preparing mixtures and bombs

To create a mixture or bomb, enter meditation and then the alchemy panel. To the left you will see the list of formulae you know; to the right you will see the available alchemical ingredients. The order in which you should mix the alchemical substances is visible at the bottom of the screen. To do so, you can manually add each substance by scrolling the list to the right, or use the slot auto filling option to automatically fill the central alchemy panel with substances necessary for a given formula. When you mix the ingredients in the proper order, the mixture will be created and added to your equipment.

POTIONS

Cat
Effect: allows seeing in total darkness and through walls. Decreases damage dealt.
Toxicity: low

Gadwall
Effect: increases vitality regeneration at the expense of vigor and damage dealt.
Toxicity: high

Tawny Owl
Effect: increases vigor regeneration.
Toxicity: low

Wolf
Effect: increases chance of causing critical effects, for Igni incineration and for Aard knockdown.
Toxicity: low

Rook
Effect: increases sword damage.
Toxicity: low

Swallow
Effect: increases vitality regeneration.
Toxicity: low

Golden Oriole
Effect: increases all resistances.
Toxicity: low

Tiara
Effect: decreases vigor loss when blocking at the expense of vitality and damage dealt.
Toxicity: high

Stammelford's Philter
Effect: increases Sign power at the cost of vitality.
Toxicity: medium

Maribor Forest
Effect: increases vigor at the expense of vitality and chance of causing critical effect.
Toxicity: high

Lapwing
Effect: considerably increases vigor regeneration at the expense of vitality and resistances.
Toxicity: high

Virga
Effect: increases damage reduction at the expense of resistances and chance of causing critical effects.
Toxicity: medium

White Raffard's Decoction
Effect: increases vitality at the expense of damage dealt.
Toxicity: very high

Petri's Philter
Effect: increases Sign damage.
Toxicity: very high

Badger
Effect: considerably increases chance of causing critical effects, for Igni incineration and for Aard knockdown.
Toxicity: very high

Thunderbolt
Effect: considerably increases damage dealt at the expense of vitality and its regeneration.
Toxicity: very high

OILS

Necrophage Oil
Effect: increases damage to necrophages.

Hanged Man's Venom
Effect: increases damage to humanoids.

Specter Oil
Effect: increases damage to wraiths.

Brown Oil
Effect: increases chance of causing critical effect: bleeding.

Falka's Blood
Effect: increases maximum sword damage.

Whirl
Effect: increases sword damage.

Spider Oil
Effect: increases chance of causing critical effect: poisoning

BOMBS

Samum
Effect: stuns and immobilizes all enemies in range.

Beehive
Effect: after detonating wounds all enemies in range with shrapnel.

Devil's Puffball
Effect: releases a cloud of poison gas.

Dancing Star
Effect: explodes with fire and wounds enemies.

Dragon's Dream
Effect: releases a cloud of flammable gas.

Firefly
Effect: blinds and immobilizes all enemies in range.

Flare
Effect: Illuminates the surrounding area when detonated.

Stenchbulb
Effect: releases a foul-smelling cloud that decreases the statistics of all enemies within it.

6. Inventory

During the game, you will find a lot of items that you can put into your traveling bag – to use or sell later. The inventory panel displays items sorted into groups: swords, ranged weapons, armors, upgrades, potions, traps, bombs, books, mutagens, alchemical ingredients, crafting components and quest items. Geralt's traveling bag is visible to the left, and his current equipment to the right. You can move items by dragging them between the traveling bag and the equipment worn. In the panel's upper section you can see the orens you own, as well as the total weight of carried items. When it exceeds a total of 200 , Geralt will be overloaded and won't be able to run, drastically reducing his combat capabilities.

6.1 Sword and armor upgrades

In time, you will find armor and sword upgrades, allowing you to improve the qualities of these items. You can only upgrade those items that contain slots for runes and enhancements. When you own such a sword or armor and an upgrade, enter the equipment panel and drag the upgrade in question to a chosen item – it will be upgraded. You cannot undo an upgrade.

6.2 Crafting items

In the game, you can do more than just create mixtures based on available formulae. You can also craft items based on found or bought diagrams. Unfortunately Geralt doesn't know how to forge sword or make gauntlets, so to craft an item he must go to a qualified craftsman. Said craftsman must be provided with crafting components – such as wood, leather or twine - and he'll use a diagram to craft an item.

When you find a craftsman and pick an appropriate dialogue option, you will see the item creation panel. The diagrams you own will be visible to the right, and crafting components will be visible to the left. After picking a diagram, the order and amount of crafting components necessary to craft the item will appear at the center. You can fill the list manually, clicking specific components on the list to the right, or automatically. After filling the list, you can craft the item, which will be added to the inventory.

7. Minigames

The minigames give you a chance of earning extra orens, getting additional experience points – when you're taking part in a tournament – and, in some cases, getting quest items. You will usually find the opponents you can face at inns.

7.1 Dice poker

Everyone plays dice poker – humans, elves and dwarves. No wonder, since the game is known for its simple rules and high bets. To begin a game pick the dialogue options „Let's play dice". You will play using five six-sided dice, and the game goes as follows:

- A dice poker board will appear after beginning the game. Your dice are at the bottom, while your opponent's at the top.
- You place your bid using a slider. Your opponent can raise it, and you can accept that or pass.
- You roll the dice by placing them above the board and clicking the left mouse button. Moving the mouse when rolling influences the direction the dice will roll and how strong the throw will be. You must be careful not to throw them beyond the board. Your opponent rolls his dice after you roll yours.
- Now you can compare your dice roll to your opponent's.
- Click the dice you would like to roll again. They will be highlighted. After accepting your choice, you will be able to increase your bid and make another roll.
- After your opponent's roll, the dice are compared, and the player with the better roll takes the money.

Winning rolls, from highest to lowest:
Five-of-a-kind – five dice showing the same value
Four-of-a-kind – four dice showing the same value
Full House – a pair and a three
Six-high strait – dice showing 2, 3, 4, 5 and 6
Five-high strait – dice showing 1, 2, 3, 4 and 5
Three-of-a-kind – three dice showing the same value
Two pairs – dice showing two matched pairs of values
Para – dice showing a single matched pair of values

Should both players have the same roll, the winner is determined by the value of his roll. If both players have the same roll and value, it's a draw.

7.2 Fistfighting

Fistfighting is not a pastime for gentlemen, but there were never many of these in Temeria, so Geralt easily kept in good shape. A fistfighting tournament can be entered at every inn by talking to the self-appointed fight organizer and selecting the appropriate dialogue option. Before you begin your fight, you will have to place your bet. The stronger opponent, the higher the maximum bet.

When you enter fistfighting mode, you will see your opponent in front of you. His health bar is above him, yours is where it always is. The winner is the one to lower his opponent's health to a critical level first, in other words the one to bring the other down and knock him out.

This dynamic minigame requires good reflexes. The fight uses the Quick Time Event (QTE) mechanism, meaning that to make a blow, a series of blows or a counterattack, you will have to press the right keys at the right time. During the short time when hints are displayed, you will be able to view the fight in slow motion. Failing to press the right key will result in being hit by the opponent, and multiple failures in losing the fight.

After winning a fight, you get the money you and your opponent bid earlier, and you will be able to try again, but this time against a stronger fistfighter. Should you lose, you will lose your money. To get them (and your honor) back, all you need to do is talk to the fight organizer about payback.

7.3 Arm wrestling

Arm wrestling a pastime of frequent visitors to inns – bored with continuous drinking and preferring hard biceps to strong fists and lost teeth. To begin this minigame, find a usually sitting opponent and choose the appropriate dialogue option. Before you sit at the table and begin the contest, you should choose your bid. Then the match will begin. To win, you must to slam your opponent's hand to the table. You need to keep the fist cursor within the yellow bar that will be moving beneath the opponent's. You move the cursor using the mouse. The winner takes the money that was bet eariler.

This sport is especially beloved by the dwarves, who work in mines and smithies daily. They're among the most difficult opponents.

8. Default keys

ACTION	KEY
Forward	W
Back	S
Left	A
Right	D
Walk	Shift
Interact	Left/right mouse button
Use medallion	Z
Quick menu	Ctrl
COMBAT	
Draw steel sword/additional weapon	1
Draw silver sword	2
Next Sign	3
Next quickslot	4
Sheathe sword	0
Make a swift blow	Left mouse button
Make a strong blow	Right mouse button
Use a Sign	Q/middle mouse button
Use a quickslot item	R
Block	E
Special ability	X
Roll	Space
Roll forward	W (twice)
Roll back	S (twice)
Roll left	A (twice)
Roll right	D (twice)
PANELS	
Inventory	I
Journal	J
Map	M
Character	C
Meditation	Ctrl + Esc
OTHER	
Exit game	Esc
Quicksave	F5
Control toggle	Insert

You can use the Insert key to switch controls to an Xbox 360.

CREDITS

Text

Łukasz Babiel

Translation

Jerzy „Gorthuar" Śmiałek

Wording

Jerzy „Gorthuar" Śmiałek

Troy Goodfellow

Proofreading

Troy Goodfellow

DTP

Michał Ziółkowski
Graphics & Design Studio
www.gdstudio.pl

Przemysław Juszczyk

The Witcher® is a trademark of CD Projekt RED sp. z o.o. The Witcher game © CD Projekt RED sp. z o.o. All rights reserved. The Witcher game is based on the prose of Andrzej Sapkowski. All other copyrights and trademarks are the property of their respective owners. FMOD Sound System, copyright © Firelight Technologies Pty, Ltd., 1994-2010. Licensee Developed Software uses Havok™. © Copyright 1999-2011 Havok.com, Inc. (and its Licensors). All Rights Reserved. See www.havok.com for details. NVIDIA, the NVIDIA logo, and The Way It's Meant To Be Played are trademarks and/or registered trademarks of NVIDIA Corporation. All rights reserved. Agent movement powered by PathEngine™ – www.pathengine.com. Uses Scaleform GFx © 2011 Scaleform Corporation. All rights reserved. Portions of this software utilize SpeedTree technology. © 2005-2011 Interactive Data Visualization, Inc. All rights reserved.

WWW.THEWITCHER.COM

The Witcher® is a trademark of CD Projekt RED sp. z o.o. The Witcher game © CD Projekt RED sp. z o.o.
All rights reserved. The Witcher game is based on the prose of Andrzej Sapkowski. All other copyrights
and trademarks are the property of their respective owners.