

### Chapter 1 : The Witcher 3: Wild Hunt Walkthrough for PlayStation 4 by Nocturnia77 - GameFAQs

*The Witcher 3 at IGN: walkthroughs, items, maps, video tips, and strategies.*

The Witcher 3 guide: Our Blood and Wine guide will help you collect it , beat it , and win with it. This three-page article, part of our The Witcher 3: Wild Hunt guide and walkthrough , will take you through building an easy-win deck and using it effectively. Page 1 covers basic Foltest deck building and usage. Page 2 details some hot Gwent tactics. Finally, Page 3 provides some broad tips for mastering Gwent. Note that Gwent as it appears in The Witcher 3: Wild Hunt and its expansions is not the same as in the standalone release, Gwent: The Witcher Card Game. The Witcher Card Game guide. Although The Witcher 3 has a hell of a difficulty curve , one of the most difficult challenges for new players is mastering Gwent. How to build a decent Gwent deck Commit to Gwent lyfe Gwent is a deck building game, so if you want to succeed, you need to do the legwork. You need to take every opportunity to collect new cards and fill out your deck before you face tough opponents. Find a new town? Look for Gwent opportunities. About to leave a region? See a character with a name? Ask them about Gwent. Your ultimate goal should be to collect every single Gwent card in The Witcher 3. Buy every Gwent card you can Some merchants will sell you Gwent cards, especially innkeepers. Check with every single merchant; if they have a store, see if they will sell you a Gwent card. This is why we maintain multiple saves, people. Play every game of Gwent until you win The cards you win are sometimes random, sometimes set, but every Gwent match, except some story ones, will reward you with a card. You have to win every single unique Gwent match, everywhere, to collect the whole set. Bet one gold and keep trying till you succeed “ or just reload your save after a loss, if you can bear the wait. Do the Gwent quests as soon as you can Some of the characters included in Gwent quests can die. Play Gwent with them as soon as you possibly can, in case you carelessly off them making story decisions. It can be very hard to win. Finish the match and then have another go with your customised deck. He is supposed to scare you into trying harder from here on in, before you miss opportunities by being slack. Foltest is dead but his legacy lives on. Image from The Witcher 2: I call it Foltest 2. Foltest 2 is a Northern Realms deck that relies on the special ability of the second Foltest Leader card, which you can purchase from the innkeeper in White Orchard. This ability will cancel weather effects. The idea behind this build is to remove all weather cards from your deck, except perhaps one Clear Weather card, to give you a much higher chance of being dealt decent attack cards, such as your precious stock of Heroes. In the early sections of the game, NPCs lean heavily on weather cards to change the course of battle. Building a very heavy attack line up of just one card kind “ melee, ranged, or siege “ will usually cause the AI to play the corresponding weather card to try and ruin your day. Keep building on that range, wait for the last possible moment, then use Foltest 2 to clear the weather effect, hopefully securing your victory. This approach relies on you being able to front at least one decent attack group so you can lure the enemy into casting a weather spell on it. I say one, rather than two, because keeping two attack groups in your hand in the early stages is very hard “ all your cards are a bit shit. Which brings us to: You can bring more, but every card you bring lowers the chances of your drawing a better one. Why would you want that? This happens regularly, because I have tricked the AI into using all its best cards early on by throwing a round. This is especially effective in the early sections of the game, when everyone has lots of bad cards, and NPCs frequently leave nothing but weather cards for endgame. Remember that Northern Realms get an extra card when they win a round; if the enemy is also running a Foltest deck, this can be devastating. A more advanced deck Northern Realms cards are by far the most common in the early part of the game, so Foltest 2 is easy to grow initially, but it also develops into a very powerful deck as you continue. Its key strength is Bond: Northern Realms also favours siege weapons, and you can put together a great collection, which is useful with another of the Foltest special abilities when you graduate past Foltest 2. The Dun Banner Medic is also a fantastic card thanks to its Medic ability; more on that shortly.

*The Witcher 3: Wild Hunt Game Guide & Walkthrough Become a Witcher! Guide to the Witcher 3: Wild Hunt is a comprehensive source of information required for playing the Polish blockbuster game and completing it in one hundred percent.*

They can be found or purchased from merchants. You can also purchase a Glyph Of Infusion diagram and craft them yourself. To create a Greater Glyph, you must combine multiple Lesser Glyphs. The following are the effects of both the Lesser and Greater Glyphs. Aard Lesser Glyph Of Aard: Greater Glyph Of Aard: Axii Lesser Glyph Of Axii: Greater Glyph Of Axii: Igni Lesser Glyph Of Igni: Greater Glyph Of Igni: Quen Lesser Glyph Of Quen: Greater Glyph Of Quen: Yrden Lesser Glyph Of Yrden: Greater Glyph Of Yrden: Witcher signs The following signs have the listed effect and upgrades: Aard Sign Stamina Regeneration: Aard Sweep Stamina Regeneration: Aard Intensity Stamina Regeneration: Shock Wave Stamina Regeneration: Axii Sign Stamina Regeneration: Allows players to turn an enemy into an ally for a limited duration of time. Axii Intensity Stamina Regeneration: Increases Axii Sign intensity by a certain percentage. Allows players to influence two enemies at the same time. Igni Sign Stamina Regeneration: Igni Sign also allows players to weakens enemy armor. Emits a continuous stream of fire that damages enemies. Igni Intensity Stamina Regeneration: Quen Sign Stamina Regeneration: Knocks back enemies after the effect ends. Active Shield Stamina Regeneration: Quen Intensity Stamina Regeneration: Quen Discharge Stamina Regeneration: Reflects a fixed amount of damage back towards the attacker. Yrden Sign Stamina Regeneration: Increases Sign duration by 5 seconds. Magic Trap Stamina Regeneration: Damages and slows all enemies within a 10 yard radius and destroys projectiles passing through this area. Yrden Intensity Stamina Regeneration: Supercharged Glyphs Stamina Regeneration: Enemies lose points of Vitality or Essence after every second. Horse upgrades Purchase and equip the indicated item to Roach to gain the corresponding effect: Increases total Stamina by Decreases Panic speed by Increases weight-carrying capacity by Go to the basement using the central staircase to encounter two guards having a conversation. Listen closely to hear them reenacting the "Gimp" scene from Pulp Fiction. Easy "Assassin Of Kings" achievement To take part in the assassination of King Radovid, you have to complete a series of lengthy side quests to trigger the "Reason Of State" side quest at the very end of the game. During the "Reason Of State" side quest, you will automatically assassinate King Radovid as part of the quest. If you miss one of the required side quests before going to the Isle Of Mists, you cannot trigger the "Reason Of State" side quest any longer. If you make a wrong dialogue choice during the "Blindingly Obvious" main story quest, you will also miss it. Make sure to always choose the first dialogue option at the end of this quest when talking to Dijkstra and Philippa. The necessary quests are all found in Novigrad. They are as follows: An Eye For An Eye 3. Now Or Never 5. A Deadly Plot 6. Blindingly Obvious [main quest] always choose the first dialogue choice at end of quest when talking to Dijkstra and Philippa 7. Reason Of State Make sure to do these quests as soon as they become available. The exact requirements to trigger each of the side quests are shown in the video below. Easy "Bombardier" achievement You can simply buy six bomb formulae from a herbalist to get the "Bombardier" achievement. He offers eight different bomb formulae. This will cost you approximately 2, crowns. Then, just reload your saved game to get the money back. Easy "Brawl Master" achievement There are 14 fistfights that you must win to get the "Brawl Master" achievement. After winning a fight, you will receive a fistfighting questline for that region. You can then track this side quest to see the next fight highlighted on the map. It does not matter which order you do the first three fights of each map, but the fourth fight champion is only unlocked after the other three fighters have been defeated. The fights get increasingly harder in each map. If you have too much trouble, lower the difficulty in the game options. The basic strategy for every fight is to counter or dodge an opponents attack, then use three quick strikes to hurt him. The fights will become available after completing the "Bloody Baron" main story quest in Velen. Simply walk up to the Bookie to start fighting. If you lose a fight, you can replay it by talking to the Bookie again or load last checkpoint. Unlocking the very last fight requires you to complete a side quest to get rid of a wraith that haunts the arena. Let the wraith defeat you in combat, and talk to the

guards in the watchtower near the arena to unlock the last fight. If you die against the champion of champions, you need to reload the last save game to try again. The following are the locations of all 14 fights: Velen Inn at the Crossroads 2.

### Chapter 3 : The Witcher 3 guide: how to kick ass at Gwent - VG

*The Witcher 3 is huge. Our guide and walkthrough will help you tackle one of the greatest RPGs of all times. The Witcher 3: Wild Hunt is divided into a prologue and three acts, spread across.*

Bugs The Witcher 3: Wild Hunt Before we begin there are several issues that need to be addressed, the first being the intent of this guide. It will very likely be the Game of the Year and if not, it is certainly a contended for it. That said, it should be understood that the function of this Walkthrough and Guide is just that - a guide to help you get through the story that IS The Witcher 3: It was not created to be a massive reference guide to the game, or an encyclopedia of all things Witcher. What it is meant to do is help you get through the story - and especially the tricky parts - as well as make the most of your game play. The game has the classic adventure structure, consisting of a Prologue and Three Acts. It makes very good use of its early tutorial phase, and if you have played the previous games in the series, much of what you will encounter actually makes sense. If you have not played the previous games, oh man you have some catching up to do. So we should start there The Witcher saga at this point is all about the protagonist - Geralt - who is our hero - and his lost some might even say estranged sort of love, Yennefer. Added to the mix is his adopted daughter, Ciri. You know the basics of who now - but not their backstory and perhaps more important, the chain of events that brought us to that point. To address this, we are including a section of the guide called Background. If you are not a returning player - or if you have been too long away from the game series - it would be an idea for you to read that section FIRST. You need to be aware of one other thing before you continue on in our guide and in the game - this is NOT like the previous games in the series. For the first time the wizards behind the Witcher series have opted to invest their efforts in the creation of an open-world game. A truly HUGE open-world game at that. The previous games in the series were, despite significant efforts to make it seem otherwise, rail-based story action-adventure games. This time around they threw the baby out with the bathwater and started from scratch. And it not only shows, it is pretty cool! Now that we have covered the basics and explained the path we are about to embark upon there are a few other things you need to know Bugs Installation Issues -- for a small percentage of players - ourselves included - the installation process that the game automatically initiates can stop working or go very very slow. We experienced this when we initially tried to install - and then reinstall - the game on day one, and it was frustrating. What we discovered though - after two days of repeated efforts - was that the culprit was not the game as such, but the storage we were using. When we switched the destination from our external hard drive to the internal drive on the Xbox One the game instantly kicked into the installation process and completed in under an hour. So if you run into that bug, and you are using an external drive as well as internal, bear that in mind. Right from the get-go. The major bug that you are most likely to encounter arrived as part of the Day-0 patch or launch patch and it has an unfortunate effect of messing up the frame rates on the Cut Scenes in the game. That can be a source of significant frustration if you are a gamer who likes to view each CS in its entirety and who values the CS as a major story telling element which it is. Personally we applied it. Because smooth game play is a bit more important to us than CS entertainment.

### Chapter 4 : The Witcher 3: The Wild Hunt Walkthrough and Game Guide - calendrierdelascience.com

*The Witcher 3 Ultimate Edition Walkthrough and Guide, Contracts, Gwent Cards Beat The Witcher 3 with this free walkthrough that covers main quests, side quests and monsters for Wild Hunt, Hearts of Stone, and more!*

Theendbringer at Hotmail dot com Haeravon Email: If you would like the text version of this guide, e-mail Haeravon and ask for a copy. This is a fan-made guide. If you wish to post, mirror, or quote this guide, feel free to do so. Credit would make me happy, an email would make me feel good. Let your conscience be your guide, just like all good people. Gamer Guides You will find a superior version of this guide at [www.gamer-guides.com](http://www.gamer-guides.com). Check out my Facebook page at [www.facebook.com/quieter-times](http://www.facebook.com/quieter-times). Tutorial Quieter Times in Kaer Morhen Guest Room The game begins pleasantly enough-the sexy feet that frustrated Conan so much belong to Geralt of Rivia, who just so happens to be enjoying a warm bath Until he gets molested by a crustacean, the machinations of his sorceress lover Yennefer. She proceeds to chastise him about training Ciri, the two get dressed, and a day in the life of a Witcher begins. In this case, the key we need. Grab it and open the door. Yes, the game even gives you a tutorial for opening doors. Turns out you have to face them and press [X]. All directions will be given in relation to the mini-map. Unlock the door and strut downstairs, Geralt-style. Once on the ground floor, Geralt will note that his master-Vesemir-who was supposed to be watching Ciri, has failed at his duties. Instead of some dull book work, Ciri decided to terrorize some training dummies while Vesemir caught forty winks. After some chatter with Vesemir, Geralt heads down to chastise the young aspiring Witcher. Running the Walls If you chose to "run the walls", start out by heading west and climbing a ladder [X], then scale two platforms to the north [Circle] and climb onto a wall to the west. Drop off a ledge to the north, then another to the south before climbing down a ladder to the east. Head down some stairs to the south and climb down another ladder, then navigate some wooden walkways to the west, going down two more flights of stairs and another ladder. Once all this is done, your goal is to head east into a sunken courtyard to find Vesemir, who is waiting with Lambert and Eskel, two other resident Witchers. Kaer Morhen seems to have retained at least some of the same basic design from the first game. Vesemir will give Ciri the angry old man treatment before finally moving on to combat training. The Fundamentals Choose to "start with the fundamentals" and Geralt will claim a sword for him to use. The game will briefly introduce you to the three basic tools of a Witcher-swords, signs, and alchemy. Press [Left] on the D-pad to quick-draw your steel sword useful for fighting humans, who tend to be clad in pesky armor. Once your sword is out, lock onto Vesemir by pressing down on the [R3] button, then perform a series of Fast Attacks [Square], followed by Strong Attacks [Triangle]. Next up, dodging [Circle]. Vesemir gives ample warning before he attacks, so you should have no trouble scoring two dodges that this task requires. Dodges are shorter and faster, best for dodging quick enemies and retaliating. Rolls are good for dodging heavy, slower attacks. Hit [L2] as Vesemir attacks to block-and-counter him. Press [L1] to to open the Quick Menu, from which you can select your Signs. The first up is the Quen Sign. Select it, then cast it by pressing [R2]. Quen blocks damage, and is eminently useful for mitigating damage. Cast it and let Vesemir hit you-to no effect. Then switch to the Igni sign, which projects a cone of fire at your foe, which is handy for harming or dispatching a group of weaker foes, or perhaps setting a stronger critter on fire. Next up is the Axii Sign, which Geralt can use to disorient foes. Last up is Yrden, which places a magical trap on the ground that slows enemies who enter. Swords and Signs are done, which leaves only alchemy. First up are bombs. Press [L1] again and access the lower half of your radial, which contains equipped alchemical items potions, bombs and oils. Once selected, chuck a bomb at Vesemir [R1], then head to the selected spot and toss some more bombs at some training dummies, this time holding down [R1] to free-aim. Practice dodging, countering, attacking The training ends when you sheath your sword. After an unsettling intrusion, so does the dream in which the tutorial occurred. Geralt will wake up, and the old Witcher, Vesemir, will start chatting with him. Either reveal the details of your dream-tutorial, or not. Afterwards the two will decide to head out. According to a letter Geralt received from Yennefer, their destination was Wiloughby, a rendezvous somewhat complicated by the fact that the town was slightly pillaged. War rages in the northern lands, and where armies pass, Necrophages follow. This fact is punctuated

by the Ghouls that will show up and attack you here. If you get injured, you can meditate by touching the [Touch Pad] and heading to the "Meditation" screen. Geralt naturally regenerates one point of Vitality per second. Sadly, since he starts the game with Vitality, this amounts to It will take nearly an hour to regenerate from near-death to full health. Geralt will guess this odd object belongs to Yennefer. Might come in handy. Using Witcher Sense will cause interactable usually lootable object to glow yellow. Quest-related interactable objects will glow red. Monsters will be shown as white ripples of varying size, depending upon proximity. Time to head over to Roach, mount up, and follow Vesemir. Summon Roach by double-tapping [L3]. While riding, hold down [X] to canter, double-tap and hold [X] to gallop, press [Circle] to jump, and hold [Circle] to dismount. There are two larger dirt roads that eventually connect to the south-you want to follow the eastern of the two. Follow the road south-west to find a "Ransacked Village". War hits the poor the hardest, and so it is here. Leave the people in peace for now and continue to follow Vesemir south, then south-east, eventually crossing over a small bridge. Signposts serve as fast-travel waypoints. To use one, simply approach it and hit the [X] button, then select any other discover signpost to travel there. The Griffin and the Tavern Some time later, Geralt and Vesemir will run across a merchant being harassed by a Griffin. The Witchers will succeed at chasing the beast off although, not in depriving it of its meal and Vesemir will be superficially wounded in the process. Afterwards, the maligned merchant will emerge from under his cart and offer to pay you for your good deed. Afterwards, the merchant will overhear you talking, and refer you to the tavern in the village of White Orchard. Seems Witchers will gladly attribute any odd monster behavior to human activity. Keep riding east, cross "Woesong Bridge" to reach the village of White Orchard. Follow Vesemir to the tavern and he and Geralt will dismount and head inside. Witness some tension in the tavern, after which Geralt and Vesemir will talk to the innkeeper. Merchants have a fixed amount of money on them at any given time. In quite a hurry. He not only knows Yennefer by her description, but he knows you, as well. The Peasants from before were right, but lacked sufficient information. The local Nilfgaardians might know more. A Game of Gwent Talk to the threesome sitting at the table, and one fanatic will chase the other two off. For more information on Gwent, check out the heading "Gwent Strategies". Play your first match of Gwent with the Scholar, and with any luck you should win. If you build up a comfortable lead five Strength or more higher you might just want to pass. You can also buy more Gwent cards from the Innkeeper-she sells five, including another Foltest Leader Card, three high-Strength cards with the "Tight Bond" special ability cards that amplify duplicate cards when played together and a "Decoy" card. In any event, the Scholar will mention a certain "Stjepan" you should look up later in your travels. Seriously, be sure to buy these cards as soon as you can-you might not be able to later, and missing out on the "Decoy", "Catapult", "Blue Stripes Commando" and "Crimfrid Reavers Dragon Hunter" cards would be a shame. Hatred of Witchers tends to come paired with the lack of sense to avoid provoking them. And so it is in this case, as well. A fight ensues regardless of what action you pick in response to them, but if you use the Axii Sign you can earn some extra experience and take one of them out of the fight. Wisely, they choose fisticuffs as their weapons, so smack them around. He was almost eaten by a Griffin.

## Chapter 5 : The Witcher 3 Guides & Walkthroughs

*Guide to Witcher 3: Wild Hunt contains a complete walkthrough of all main and side quests and a detailed world atlas with maps of all visited calendrierdelascience.com the guide you will find detailed descriptions of main quests, side quests, optional witcher contracts and treasure hunting quests.*

Wild Hunt is a story-driven, next-generation open world role-playing game set in a visually stunning fantasy universe full of meaningful choices and impactful consequences. Intel CPU Core i7 3. The world is in chaos. The air is thick with tension and the smoke of burnt villages. The fearsome Empire of Nilfgaard has struck again, ravaging the hapless Northern Kingdoms. The once-mighty who tried to use Geralt for their own gain are now gone. In these uncertain times, no one can say what fortune holds in store, who will bring peace to the world and who will cause it only misery. Yennefer has contacted Geralt, finally. They have not seen each other in years. When it came to all things Yennefer, the witcher raced off at a breakneck speed, but arrived too late. Passing armies had razed Willoughby to the ground. Yennefer was nowhere in sight. With the help of Vesemir, whom Geralt had encountered along the way. Geralt picked up her trail, which the two witchers then followed. Yennefer had ridden north, traversing wild lands and battlefields at great speed. She was in a hurry. If you destroy an item, you will recover any runestones currently fitted in it. Use the Witcher senses to look behind the forge for clues about the Arsonist. Use the Witcher Senses to search for the Temerian shields with small white flowers painted on them. Monster nests can be destroyed using the following bombs: Dancing Star, Grapeshot or Samum. The commander of the Nilfgaardian garrison in White Orchard knew where Yennefer had gone. Shrewdly, he was unwilling to share this information for free. A man with substantial experience, he knew full well Geralt would do anything to find the sorceress. The witcher investigated and learned that the griffin he had encountered along the high road outside of White Orchard had good reason to prey on the local populace. Griffins are known to mate for life, so Geralt felt sorry for the beast. Ask the Hunter where he found the bodies. Kill The Wild Dogs. Then ask the herbalist about buckthorn, for you to use as bait for the griffin. Kill the beast in the Royal Griffin boss fight: If you expect to battle a strong opponent, you might want to complete some side quests before attacking. This will allow you to gain experience and develop your character, giving you a better chance of winning the fight. Look around inside the hut for a frying pan using your Witcher Senses. The Witcher 3 Walkthrough continues on Page 2 with Quest 3: Page 1 Page 2 Share:

## Chapter 6 : The Witcher 3: Wild Hunt Wiki Guide - How to, Walkthrough, Tips, Tricks, & More!

*Home» Witcher 3» The Witcher 3 Guides & Walkthroughs The Witcher 3: Wild Hunt is a complex game, with a large world and many mechanics to explore and master. It has a plethora of quests, armors, weapons, potions, and many other things, so much so that getting into the game can be paralyzing at first.*

## Chapter 7 : The Witcher 3 Walkthrough

*For The Witcher 3: Wild Hunt on the PlayStation 4, GameFAQs has 8 FAQs (game guides and walkthroughs).*

## Chapter 8 : The Witcher 3: Wild Hunt Game Guide & Walkthrough | calendrierdelascience.com

*The Witcher 3 walkthrough Our complete walkthrough for the Witcher 3: Wild Hunt, with a step-by-step guide to completing every main story and side quest in the game.*

## Chapter 9 : The Witcher 3 Wild Hunt Walkthrough and Strategy Guide « GamerFuzion

*Walkthrough for The Witcher 3: Wild Hunt, following our recommended Game Progress Route. The game is divided into*

## DOWNLOAD PDF WITCHER 3 WALKTHROUGH GUIDE

*a prologue and 3 acts. The game is divided into a prologue and 3 acts. The main quest progresses the act and certain side quests become available as this progression happens.*