

The Making of The Witcher: Rise of the White Wolf

Published a Second Video Montage with Scenes about the Cinematic

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The game tells the story of Geralt of Rivia, who at the opening of the game is tasked to cure the daughter of King Foltest of a curse which causes her to transform into a feral monster. Geralt successfully cures her, introducing the player to the nature of witcher-work. A period of years mysteriously pass ending with Geralt being transported to the witcher stronghold of Kaer Morhen by fellow witchers who had discovered him unconscious in a field. Geralt remembers almost nothing of his life before returning to Kaer Morhen.

The game's story is separated into five acts, each representing a different area and distinct set of quests. Geralt meets many former friends and foes throughout the plot who help him to recover information about his mysterious past. Through the storyline, Geralt discovers that he had died five years earlier while attempting to defend an oppressed group of non-humans from a racist mob. He also learns that he is actually a renowned witcher referred to in prose as "The White Wolf."

Through the player's choices and actions, Geralt redefines character relationships and navigates political intrigue in the changing landscape of Temeria. This allows the player to make decisions that affect the plot progression, and ultimately the game's ending. The concept of the freedom of player choice was intended to be showcased by the developers.

More Information at: www.thewitcher.com. Image and Videos Courtesy of CDProjekt and Atari Inc.