

The Witcher Enhanced Edition – fact sheet

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Data: 2008-02-18

NEW CONTENT

MOD "THE PRICE OF NEUTRALITY"	
Estimated gameplay length	2h
Estimated number of quests	3 (1 main quest, 2 side quests)
MOD parameters	<ul style="list-style-type: none"> • Completely new Geralt's adventure with intriguing story. • Placed in the surroundings of the Kaer Morhen stronghold, in the location not used in The Witcher storyline. • New graphic assets: 2 NPCs models, one tent model, 2 new erotic cards, 2 new flashbacks.
Concept	<p>Geralt comes back to Kaer Morhen for winter. He finds a small camp near the stronghold where he meets a nobleman and a sorceress Sabrina Glevissig. They came here to find Deidre, a young woman, who is staying in the witchers' stronghold. She is Eskel's surprise child, born under the Black Sun (ancient prophecy says that such children would ruin the World). It turns out that the nobleman is her brother, who wants to make sure she will not have the crown. Sorceress Sabrina wants to kill Deidre and examine her body to find out the truth about Black Sun curse. Geralt has to decide to whether defend the girl or stay neutral.</p>
Localization	<ul style="list-style-type: none"> • CD Projekt Red Studio provides the MOD in two languages: <ul style="list-style-type: none"> ◦ Polish ◦ English
Release dates	<ul style="list-style-type: none"> • March 14th (Friday) in the Internet. • May 16th with "The Witcher Enhanced Edition".

MOD "SIDE EFFECTS"	
Estimated gameplay length	3h
Estimated number of quests	5
MOD parameters	<ul style="list-style-type: none"> • Simple, yet amusing gameplay-oriented storyline. • Several ways to complete the MOD. • Shows how to create adventures exploiting various gameplay features. • The MOD does not use any new graphic assets.
Concept	<p>Dandelion gets into trouble in Vyzim. Geralt has to collect a certain amount of money to buy him out and pay for his excesses. He collects the money by completing various tasks. Player can join effects of one task with another. For example: in a fistfight competition he can win cash or a bottle of alcohol. If he chooses to take the booze, he can use it to get one bandit drunk. Then he will give Geralt a key to a chest with loot. The mood of the story is similar to Dandelion's incidents with Vespula and Bibervelt's economics.</p>
Localization	<ul style="list-style-type: none"> • CD Projekt Red Studio provides the MOD in two languages: <ul style="list-style-type: none"> ○ Polish ○ English
Release dates	<ul style="list-style-type: none"> • May 16th with "The Witcher Enhanced Edition".

D'JINNI – MOD EDITOR

Editor parameters	<ul style="list-style-type: none">• It allows user to make own adventures in The Witcher world.• It does not allow user to modify the game itself.
Localization	<ul style="list-style-type: none">• The editor is only in English.
Release dates	<ul style="list-style-type: none">• March 14th (Friday) in the Internet.• May 16th with "The Witcher Enhanced Edition".

NEW IN-GAME FEATURES

CODE FEATURES	
Core features	<ul style="list-style-type: none">• Improved inventory:<ul style="list-style-type: none">◦ Filtering of alchemy ingredients by content,◦ Auto-sorting of items in satchel,◦ Special slot area for sorting alchemy ingredients in satchel• Auto-save option (on/off).• Character differentiation mechanism (effectively generating approximately 50 new character appearances).• Look-at feature (characters look at Geralt, deepening player immersion).• Auto-looting of containers (player may collect all contents of a container without opening the container panel).
Release dates	<ul style="list-style-type: none">• May 16th as integral part of "The Witcher Enhanced Edition".
GRAPHIC FEATURES	
Core features	<ul style="list-style-type: none">• 100 new gesture animations in dialogues and cut-scenes, giving more natural feel of conversations with NPCs.• Improved facial expressions.
Release dates	<ul style="list-style-type: none">• May 16th as integral part of "The Witcher Enhanced Edition".

CORRECTIONS

CODE FIXES	
Core features	<ul style="list-style-type: none"> • Corrected English translation and voice work (over 5000 dialogue lines re-written and re-recorded). • Corrected German translation and voice work . • Loading times reduced by 80%. • Improved game stability. • Improved combat responsiveness. • Improved AI for <i>Dice Poker</i> mini-game • Improved weather settings for locations • Vitality indicator problem resolved (did not display at times) • Inventory and map texture caching (accelerated map and inventory load/ display) • All corrections contained in game patches released to date
Release dates	<ul style="list-style-type: none"> • May 16th as integral part of "The Witcher Enhanced Edition".
GRAPHIC FIXES	
Core features	<ul style="list-style-type: none"> • Animation improvements: <ul style="list-style-type: none"> • Draw/sheath sword animation accelerated. • Greater clarity of sequence failed animation. • Improved character model for Triss Merigold.
Release dates	<ul style="list-style-type: none"> • May 16th as integral part of "The Witcher Enhanced Edition".