

## Chat with developers of The Witcher: Versus

**CDPROJEKT:**



**Michał Madej**  
The Witcher PC Chief Designer



**Paweł Majak**  
Community Manager

and  
**Łukasz Mach**

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**one2tribe**



**Darek Jasiński**  
Game Designer



**Andrzej Ilczuk**  
Community Manager

8<sup>th</sup> of May was the day of the chat concerning The Witcher: Versus conducted on gram.pl. It gave many answers to the questions about this next generation browser game. All people who took part in this event and those who couldn't participate are welcome to read the record of the discussion.

People directly involved in the development of the game – Michał Madej and Paweł Majak from CD Projekt RED and Darek Jasiński and Andrzej Ilczuk from one2tribe – were dispelling your doubts. We also had Łukasz "Dziadu" Mach as a guest. As always we've received plenty of questions, but unfortunately answering all of them was not possible. However, many of them were answered, the future of the Witcher Versus was revealed – but only a bit – and some novelties were announced openly.

***Spayki:** Well, what was I... Ah, yes! Welcome on our moderated chat with members of the team responsible for creating next generation browser game – The Witcher:Versus. Our today's guests are guys from CD Projekt RED – Michał Madej (PC Witcher Chief Designer) and Paweł Majak (Community Manager) – and from one2tribe – Darek Jasiński (Game Designer) and Andrzej Ilczuk (Community Manager). Gentlemen, say hallo to our readers.*

**Muminus:** Hi, it's Darek Jasiński here.

**Madej:** Michał Madej, as you can see on my nick. Hello everyone.

**DirectC:** Hi, it's Andrzej Ilczuk here.

**Eriash:** Paweł Majak :)

***Spayki:** We encourage you to ask our guests questions. The authors of the most interesting ones will get surprise rewards from the creators of the TWV. The team is making them at the moment :) So, let's go. Question number one...*

**Gwynbleidh:** I'm interested in the issue of interaction between players. In the current version it's all about sending and receiving challenges (of course you can also discuss on the board). In other browser games we can, let's say, send messages, establish clans. All this decides to a high degree about the life and playability of this type of games. Will we have something like that in Versus as well?

***Spayki:** Gentlemen decide who will give an answer. We already know – Darek, that is Muminus.*

**Muminus:** We care about developing interaction between players. We don't know yet if there will be clans or some other options. We do expect the development of interaction and cooperation between players.

**Madej:** Not long after the premiere of the final version we plan first events.

***Spayki:** First question answered, now it will be a walk in the park.*

**sharn-x-linkin:** Don't you think that the game is crummy and promised "tactical solutions" are nowhere to be found as the game is pure luck?

**Madej:** "Crummy"? That's really harsh. But seriously – the game is random at the beginning, that was our assumption, as people playing it for the first time don't have to think about tactics. It's a deliberate solution to make the beginning easy for, so called, noobs :) In the course of time you buy skills and our intention was to create various tactics. It demands using skills, learning opponents' tactics, and so on. Personally, when I'm fighting someone for the first time, I'm playing "in the dark", but 2nd-3rd game is poker tactics – bluffing, trying

to predict whether the opponent will surprise me with something. Of course, it's still not perfect, but it's beta and tomorrow (9th May – editorial note) new skills will appear, I hope that tactic-wise the game will gain a lot.

**Muminus:** Tomorrow's update will introduce big changes in items – we hope, that they'll be more interesting than now and will increase players' tactical abilities.

**Kukowski: Do you plan adding new character classes in the future? Current classes give us quite a big number of possible combinations, however, each new class will add even more variety... Any chances for that? :>**

**Muminus:** There are the chances. Not tomorrow, though :)

**Madej:** I'll say perversely – it depends largely on the players. More details soon :)

**Muminus:** Seriously speaking: we plan introducing new classes, plus we want to combine it with events, which are to lead main storyline of the game. We don't want to spoil what and how.

**Eriash:** We want to make such game, where players have great influence on its development and new characters will be a natural element of developing the game.

**kapistar1: When and how did the idea of Versus come up?**

**Madej:** It came up VERY long time ago. Over 3 years ago. However, only now did we have a chance to realise it together with one2tribe. Personally, I was once addicted to a similar game, however much more primitive one, Lycos Fight Club :) I wanted to do something more ambitious, and the Witcher seemed to be a great subject.

**Spayki:** Next question will be connected with... ah, what the heck, see by yourselves. Armageddon!

**Smerdek: A meteor hits the Earth destroying all The Witcher: Versus servers + all the copies. What do you do? :>**

**Spayki:** Ups, the idea of answering "we restore the backup copy" vanished with the "+ all copies" note.

**Eriash:** And what about our secret floppy discs backup?

**Madej:** I believe that CDP RED would help them make Versus II :)

**Spayki:** Quote: "I have completely no idea, what to write"

**DirectC:** I'm a community manager and I don't deal with such kind of stuff ;)

**Madej:** As I say... CDP RED will gladly make The Witcher Versus II. No problem! ;)

**Spayki:** Ok, next – more sensible – question. At least a bit...

**Radolini: What can we expect after the TWV tests are over? Any rewards for those who are the best?**

**Madej:** This is an answer for the community manager :>

**DirectC:** We are planning loads of attractions for you after the release of the final version.

**Eriash:** The premiere itself will bring many changes to the game, but this won't be everything we've been preparing. We are planning a series of events which will give the game a feeling of a story. Of course, each of these events will be a chance for competing for rewards. It will also give the possibility of being a part of developing the game (new characters, skills, items). We are also planning for each event to be a result of the previous ones.

**DirectC:** We don't want to spoil too much, but we have events in our heads, which will give you goosebumps :) I just feel sorry for the dev team.

**Spayki:** Next question. The witcher, sorceress and...

**ad0:** Where did the idea of putting frightener in the game come from? Sorceress, witcher – these are quite obvious choices. But the frightener?! ;>

**Madej:** It was quite obvious that the third character had to be a monster. At first it was... drums rolling – a wyvern! :>

**Muminus:** During closed tests it turned out that it looks like a bit overgrown chicken...

**Madej:** ...so we began looking for something else. The frightener won. It's mysterious, dangerous, gave the possibility of implementing cool skills. We think it was the best choice.

**Muminus:** We hope that the final result will make you happy.

**Spayki:** *Witcher Versus as a game with a plot? A question from Deithwen90.*

**Deithwen90:** **Mr. Jasiński, Mr. Ilczuk – there was a sentence on the board describing TWV as a game, in which a plot will play some role – I'm very interested about that. Can you give us some more details or at least a hint? While I was playing beta, I couldn't imagine any plot to be implemented in the Versus, but if it is possible I believe the final version will differ much from beta.**

**DirectC:** The plot will be based on events. If you read or played the Witcher, you know that the world itself gives us a wide range of possibilities. Have a little faith! :) Players' choices will affect the game and in this way the plot will be the most important element the game includes.

**Eriash:** We want to build the plot in various ways. For instance, by making the players to choose between different ways of development and to identify with the chosen character or path of conduct.

**Madej:** Doubts concerning the 'plotness' can be connected with the characters themselves – we want to introduce the plot on the global level, not local. It's obvious that Mr. A's frightener won't fall in love with Mr. B's frightener and compete with Ms. C's sorceress ;)

**Kukowsky:** **What is the progress level of game's balance? Beta version met some mixed opinions, which lead to conclusions that some skills are too good, and some are not worth investing in, which results in the representatives of a given class mostly have similar set of skills. Such case should not occur in a good browser game. :> Additionally it's worth mentioning that in the present form the best defence is defending oneself all the time.**

**Spayki:** *The best defence is defending oneself? We have tactics for our national football team for Euro 2008! Is Leo (head coach – translator's note) with us? :>*

**Madej:** It's a bit long question, so I'll try answering in parts. We have very specific plans, a part of them will be visible tomorrow with items and skills update. I mean defensive skills + their cost in Fury/Elements and significant changes in items. Secondly we have plans for more changes of playability in quite near future, as more and more players will require "high level" game. As I said – this is BETA, so problems with balance are obvious. Additionally some skills are still bugged and don't work properly. I mean mainly skills giving DoT and temporal bonuses. I believe, that the changes in balance and bug fixes will diametrically make playability better (the difference will be comparable with the one between ALPHA and BETA – info for those who had played the alpha version).

**Dziadu:** Muminus has some technical problems, so he's out for a while.

**Spayki:** *It's 5:30pm, so it's halfway point of our today's chat. Let's not waste any more time and let's move on!*

**bakubartek:** **Are you going to introduce random system? Meaning: I don't have an opponent, but I don't feel like searching so I join the list of players looking for duel and let's say an opponent, who is also looking for fight on the same level, is being appointed to us.**

**Madej:** Yes, it's on the 'to do' list. We don't know, however, when it will be implemented as this list is LONG and there are many interesting things there :>

**DirectC:** We're planning solutions, which are going to help you find opponents.

**Dziadu:** They're writing, and writing ;>

**Spayki:** *The answer is writing... err... is being written ;>*

**Madej:** Maybe you'll shortly present some features we're going to implement in an indefinite future...

**Spayki:** *Muminus is back.*

**Muminus:** Ok, I'm here. I'm sorry for the technical problems.

**DirectC:** Menace.

**Spayki:** *And please do not generate any more technical problems.*

**Muminus:** We are planning to introduce so called 'shoutbox', on which you can communicate with other players. You can write, for example, "I'm looking for opponent". When it comes to random search for opponents – we haven't planned something like that. But if it turns out necessary, we may think it over.

**macned:** **How did cooperation between one2tribe and CD Projekt RED look like during creation of the Versus? Can we expect any more attractions prepared by the both companies in the future? The Wtcher: Versus 2 maybe? :>**

**Dziadu:** Hehehe, that would be a long talk :P

**Madej:** Talking short – if it was bad, we wouldn't have such a cool game.

**Eriash:** People from o2t perfectly "feel" the climate we want to convey in the game and that's very important.

**Madej:** Leading projects divided between two different companies is difficult, but in this case we got in touch very well from the very beginning.

**Muminus:** Of course there were some differences in views, mostly in defining what is cool, and what is not, what should be implemented in the first round, and what can wait... But generally the cooperation is very good.

**Dziadu:** Generally, some kind of frictions happen all the time, the important thing is to know how to solve them.

**DirectC:** We got on well, ideas kept popping up on both sides.

**Madej:** Anyway, we're still cooperating ;>

**sianer:** **Don't you have pricks of conscience that your product could negatively influence the productivity in many native offices?**

**Madej:** Maybe I'll answer. I love questions with thesis, generally no matter what I say, I'm either guilty, or no one plays our game ;> But seriously – this is probably the greatest award for the developers, if the players can't stop playing their game. In principle, Versus was supposed to be an "office game" – each fight takes up a minute or so; It's not so time consuming but it gives a lot of fun.

**Eriash:** As a community manager I can simply say – NO. I believe it's an obvious "target" of the game in order to effectively fill... hmm... free time :D

**DirectC:** The Witcher: Versus – killer of Polish gross domestic product.

**Madej:** Since BETA, we've had an economic increase. I wouldn't ignore Central Statistical Office's data :)

**Heroes1990:** **Were Versus animations somehow transferred from PC version, or are they thanks to Flash, Java Script, etc?**

**Dziadu:** We did them in Paint ;)

**Muminus:** Animations were worked out on the basis of materials prepared for the PC version, but were prepared specially for The Witcher: Versus.

**Madej:** Animations were specially done by Piotr Żyła from CDP RED. A part of them is based on animations from the game, next they were rendered, frame by frame, in high resolution in Studio 3D MAX. Next our SFX specialist and Benedykt Szneider, TWV Art Director did all the effects. They were rendered on non-existing animations and then they were "dragged" into Flash as animations. Ah, one IMPORTANT thing – present animations are beta as well. In the final version they will be nice, new, 10x prettier characters, effects and backgrounds. The difference is colossal!

**Spayki:** *Hardware, crashes – generally requirements. We have such question as well!*

**AQ22: Presently Versus is working quite slow, and even slows down weaker computers, are you going to fix that?**

**Spayki:** *An answer is being prepared by Muminus...*

**Dziadu:** ...and the team of his PR guys who tell them what to write :D

**Muminus:** We are constantly monitoring server load and react to problems. If there are any slow downs, it's most commonly connected with implementing new versions. When it comes to slowing down weaker computers – unfortunately Flash is a very straining technology. We are trying to milk it as much as we can, but we are aware of such problems and we'll try to introduce solutions that will enable playing our game on slower computers.

**Spayki:** *We know about the characters. Now it's time for arenas.*

**Radolini: Will it be possible to choose Versus arena and how many of them will be available in the final version?**

**Muminus:** Arena is dependent on who is challenging. So far we have one arena per each class – and this will be the case till the game's premiere. The arenas themselves will be graphically improved, so will be animations. They'll look definitely nicer.

**Spayki:** *Another slight technical problem (didn't I ask you...), Michał Madej is out for a while.*

**Eriash:** Michał Madej has just discovered the function of ctr+alt+del. He's out for now :D

**Dziadu:** I'm dare not think what he'll do with this knowledge. The Witcher 3??? ;)

**DirectC:** So you have 2 in gold?

**Spayki:** *Michał is back with us.*

**Madej:** I'm back!

**Eriash:** No, Michał had scrollbar on the top of his screen :D

**macned: What kind of problems did you encounter during the production of the game? Was there an element you had to discuss particularly long?**

**Spayki:** *Michał dealt with his scrollbar, so he'll answer.*

**Madej:** Playability. We're still discussing it. We've been experimenting with the rules a bit – character's development, Fury/Element are completely new solutions... we've been talking about them for a long time and we're still doing it. And the GUI itself, we wanted to have as intuitive solution as possible, and this requires work as well. It was before mentioned Benek, who designed the whole beautiful graphic side of the GUI.

**Muminus:** We wanted the game to be as good as possible – we had many concepts how to achieve this, many of them were tested. There were even two paper prototypes.

**Gwynbleidh:** Is the game going to be free all the time? I hope you're not planning any Premium accounts, or am I wrong?

**Eriash:** At the premiere the game will of course be free and we have no precise plans for the future.

**Dziadu:** You have to remember that TWV is a tool of making the witcher community bigger. That's why there will be some bonuses for people who have registered our game. What will it be? We're thinking about it.

**Spayki:** *Dziadu told his part, so we're waiting for the next question mark.*

**ad0:** I'm interested in the logical links between events you mentioned before. So, for example, in one event you have to kill Easter Bunny, and in the next one you have to organise Easter Party yourself? ;>

**Eriash:** Note that idea down!

**Dziadu:** Good question :D

**DirectC:** You got this job!

**Eriash:** But seriously, it's like this – the choices players make, will push the story in a specific direction and the gameplay itself will change depending on the phase or a pint in the plot, the game is in at given time.

**DirectC:** You yourselves shape events in the game.

**Spayki:** *It's past 6pm so it's time for last questions. You still have time for brewing something interesting. And you can win a prize in our Witcher: Versus contest, by the way!*

**Outlander-pro:** Are there going to be some kind of quests, achievements, titles to get? Let's say 25 victories in a row or defeating 50 sorceresses? That would be an interesting addition and the player who challenges such person would know who s/he is dealing with :> And you can always swank and boast about it :>

**Spayki:** *Achievement unlocked :D*

**Eriash:** Definitely so! We are planning a system of distinctions, ranks and such stuff as unique items, the kind of which would depend generally on the plot. I can spoil a bit that we are thinking about giving the players such challenges. And behind each there will be an appropriate award :D

**DirectC:** Imagine a rank on the board "I eat frighteners for breakfast"!

**Black\_Monday:** I'd like to thank you for this farce and directed chat.

**Dziadu:** You're welcome :> The chat is moderated so in a sense yes – it is directed :) Cheers!

**Pirlond:** Are you giving autographs? :>

**Madej:** "Michał Madej" ← here, take a screenshot and you'll have an autograph.

**Eriash:** Yes, we've just signed four leather mousepads for the authors of the most interesting questions :D

**Spayki:** *The last question...*

**Igor-FCBayern:** How many people were working on the Witcher: Versus?

**Madej:** Ok, I'll answer how many people were there on behalf of CDP RED. Wait, I'm counting :)

**Spayki:** *Sound off!*

**Dziadu:** Madej, Madej and Madej... and someone else ;)

**DirectC:** Did you mention Madej already?

**Eriash:** And don't forget about Madej!

**Madej:** 8 people + 1 outsource.

**Muminus:** There were 8 people from o2t + a circle of people who were helping us occasionally with the test, gave us some ideas and suggestions, and sometimes even criticised.

**Madej:** The involvement was varied of course. Some people were working almost full time, some just did for example animation sounds.

**Spayki:** *And that's it! Thank you very much Michał, Pawł, Darek and Andrzej and you dear chat users.*

**Eriash:** "Thank you" on three.

**Madej:** Thank you all.

\* Madej bows.

\* Eriash says goodbye and greets

**Muminus:** Thank you all for participation and join our game.

**DirectC:** Thank you for my first time on the chat. It didn't hurt :)

**Spayki:** *And now you can say goodbye to our guests. Yes, you can do it now!*

**Dziadu:** Now it all begins :)

**oklit:** *In 30 seconds the moderation of the channel will be lifted, so you have some time (you=guests) to evacuate before the uncontrolled questions will flood you :D*

**Eriash:** Run for your life ☺