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The witcher 1 parents guide

Since *Witcher 3: Wild Hunt* graced our PCs and consoles, fans have wondered if there would be another *Witcher* game. The short answer is yes, but this time Geralt will not be present as a lead, which means that this time things could be different. CD developers Projekt RED have clearly stated that *Witcher 3: Wild Hunt* was the conclusion of its story, which is wrapped so beautifully at the end of the base game and the final DLC, *Blood and Wine*. Another *Witcher* game is an inevitability now, and we say it with confidence because CD Projekt RED talked a little bit about the future of the series. Whatever this *Witcher* game ends up being, it probably won't be called *The Witcher 4*, but it won't know otherwise until more details are provided. As expected, this didn't stop people (including us) from getting excited and speculating on what it might look like. Don't expect anything too soon, however, as CD developer Projekt Red is working *Cyberpunk 2077* – the next big entry from the studio scheduled for December 10 for PS4, Xbox One, PC, and Stadia (as well as PS5 and Xbox Series X later). However, Projekt Red president Adam Kiciński said this year that there is a relatively clear concept for the next *Witcher* game and that full production will begin immediately after the releases of *Cyberpunk 2077*. Below, we'll play everything we currently know about the next *Witcher* game and when we think it might land. There's a lot to be excited about, with CD president Projekt RED confirming that another *Witcher* game is planned. To add even more hype to this, in 2019 CD Projekt RED forums saw confirmation from moderator Donata Poplawska that the company is still planning to release another AAA game by 2021. Previous rumors indicate that this version would be an RPG title. But, even if this fits the bill, this doesn't give much time for it to be the next *Witcher* game, considering how long *Cyberpunk* has been the center of attention. His forum post reads: Regarding cd Projekt Capital Group's strategy for 2016-2021, its plans to release the second AAA game by 2021 remain unchanged. We are currently focusing on producing and promoting *Cyberpunk 2077*, so we don't want to comment on any further projects. A *Witcher* game is more likely to still be a few years later, maybe 2023 if not later. (Image credit: CD Projekt Red) The news and rumors of *Witcher 4* The case of *The Witcher 4* Important, the success of *Witcher 3* really put Projekt RED on the map. Before this, previous *Witcher* games (and the studio as a whole) had never had the same impact or which he had had since the success of *Witcher 3: Wild Hunt*. It would have made more sense for developers to capitalize on the *Witcher*'s popularity, especially given the positive reception on the TV show *Witcher*. But but it doesn't seem likely that we'll see it soon, also considering how *Cyberpunk* has faced more delays over the course of this year. CD President Projekt RED Kiciński said in an interview: The first three *Witchers* were by definition a trilogy, so we simply couldn't name the next game *The Witcher 4*. This does not mean, of course, that we will leave the world of *The Witcher*. When it comes to the *Witcher* book author, Andrzej Sapkowski made amends with CD Projekt RED after a dispute and signed a new agreement with the company to further consolidate their relationship, there's a lot to be excited about while nothing has been officially confirmed. In an interview with Bankier, Kiciński discussed the future of *Witcher* games: *The Witcher* is one of two franchises on which to build the company's future activities... Today, unfortunately, I can't reveal anything else. Clearly, it's something on the studio's radar at the moment and once *Cyberpunk* is over, we can probably start looking ahead for a new *Witcher* game. It's kind of a turning point, though. In 2016, with the release of the final DLC for *Witcher 3*, CD Projekt Red co-founder Marcin Iwinski said in an interview with Eurogamer that the *Witcher* team had nothing planned about a new game in that world. Like we said before, never say never... right now it's really *Blood and Wine*. This is the end. *Blood and Wine* are closing and there will be no *Witcher* anymore at any time, if ever there will be one. This talk is thought to have actually been around Geralt's story, instead of seeing a brand new *Witcher* game. Cd projekt RED's team had devoted over 10 years of time and resources to *Witcher* games, culminating in the release of *Witcher 3: Wild Hunt* in May 2015. So it's obvious that we wouldn't have heard of another *Witcher* title so soon after it was shipped. Where does *Cyberpunk 2077* fit into this? At the moment, Projekt Red is ahead of the launch of *Cyberpunk 2077*, which is another huge game that has been years in the making. It is obvious that the company will not focus on anything else until *Cyberpunk* is finally in the wild. Also consider that *Cyberpunk* will have a DLC release style similar to *Witcher 3*, with waves of free downloadable content and paid expansions, so the company's focus will remain on *Cyberpunk* for a long time after its release. (Image credit: CD Projekt Red) Who's the main character? For those of us who played *Witcher 3* to the end, DLC included, we know how things are going. While there are about 40 different endings to the main game and its branched stories, Geralt and Ciri's overall narrative comes to a nice conclusion, with the exact result depending on the choices players during the game. *DLC Blood & Wine*, in particular, ties things up a nice bow. Either way, Geralt's long, arduous and majestic adventure ends one way or another, and CD Projekt Red is eager to keep it that way. I think beautiful stories should have an ending, said Jakub Szamalek, Senior Writer, in a 2015 interview with IGN. You can't extend them endlessly, and we heard that Geralt had such an extraordinary adventure, and his saga is already so long and complex that this seemed like a good place to think of an appropriate ending to the story. Also, in 2013, executive producer John Mamais said this trip was the last for Geralt. We're not killing the world and moving away from it, but we definitely want to make this game the ending in style, Mamias said. We could also include Geralt in subsequent games potentially. We just need to talk about it and figure out what we're going to do next. Since Geralt wouldn't be the main protagonist, we think *Witcher 4* would be an excellent time to make the women in the *Witcher* series shine. Ciri would be a great candidate but, given her story is already told for a long time, and the rich tradition of the entire franchise thanks to the books, there is so much room to create a completely new and unique adventure in the *Witcher* world. Perhaps an adventure that allows you to create your own character would fit more into the world, or perhaps a fixed protagonist as in the first three *Witcher* games. Anyway, we'd love to see a new perspective on what a *Witcher* might be. The PS5 release date, design, specifications and news for Sony's PlayStation 5 *The Witcher* are loved by fans. Some, however, find it a little confusing. Fortunately, for these fans, it will be less so in Season 2 as a controversial item will be largely removed. That's according to showrunner Lauren Schmidt Hissrich, who answered some fan questions on Reddit. Why did some fans find *The Witcher* confusing in Season 1? Henry Cavill at the photocall for *The Witcher* season 1 | Matt Winkelmeyer/Getty Images The confusion, for many fans, stems from the multiple timelines that take place throughout the show. NXOnNetflix even posted an official Timeline on Twitter of all the events that occur during the show. Let's hope this timeline helps clarify things for fans who have been confused by the show's first season. *Witcher* showrunner Lauren Hissrich also explained the timing in her initial pitch for the show. One fan on Twitter reacted by discovering that there were three timelines saying what ****. This fan also understood the timelines of episode 4 of the show. Another viewer mentions that the timing is so extravagant. While another fan asks for an explanation, saying they just realized 7] which is on different timelines. How will *The Witcher* be clearer in Season 2? According to *The Witcher* *Witcher* showrunner Lauren Hissrich, on Reddit, season 2 is bound to be less confusing than season 1 is for fans. That's because the three timelines started to converge. For the first season of *The Witcher*, Hissrich and the writers knew they had to play some time. *Witcher* Season 2 will be structured differently. According to Hissrich, reported by GamesRadar, the story will be much more linear, now that the stories of the three characters have begun to intersect. This also fits what Hissrich told the site earlier, that the story becomes much more focused on Season 2 of *The Witcher*. Hissrich also mentions that all the relationships we instructed in the first season, actually begin to materialize in the second season. Why could writers take the path they took in the first season of the Netflix series? Hissrich believes it's a matter of personal choice. She likes [stories] with the structures she has to understand. Of course, other people might not. There's also another reason why Hissrich and the writers made the path they took in Season 1 of *The Witcher*. They wanted to tell Geralt's stories... while Ciri and Yennefer could also be part of the action. These stories are important because they are the foundation of the whole *Witcher* world, according to [Hissrich]. Many fans, according to Hissrich, didn't understand it until episode 4. This is exactly when [Hissrich and the writers] expected people to do it. According to GamesRadar, Hissrich will approach [aging characters] differently in [Season 2] of *The Witcher*. For example, in Season 1, the writers dropped the ball on aging [Jaskier] on. Looks like it's going to change in Season 2. Hissrich acknowledges that it's hard to show the passage of time when everyone looks the same. So I can't wait to spend the most obvious time in Season 2 of *The Witcher*. Many fans will probably be happy with the change. Let's hope confused viewers find the show easier in Season 2. 2.