The witcher 3 l'épreuve finale

In life there are cacti. Today we're not going to talk about it. For in life there are also expectations, expectations of a happy event, expectations of a result in a degree and expectations of The Witcher 3 Wild Hunt. Always a great mastery with color The Witcher, my story with this fairy tale is complicated and our relationship has not always been borne by love. For example, I remember when I first wanted to launch The Witcher 1 after reading flattering reviews. I didn't understand the universe, I didn't like the atmosphere or the combat system and the character was anything but charismatic. So I gave up, even before Act 1 has been completed. Then, when The Witcher 2 came out, again it was met with damn good reviews so banco, I launched the game. Unfortunately, again, I understood nothing about the universe and the better it went, the more I was lost in relation to the characters and the stakes. I had chosen The Way of Roche, which is much more focused on politics than how Iorveth and if it wasn't as uncomfortable to play as the 1st, it can't be said that I had fun either. Especially since I played it on my old PC which was clearly not powerful enough to run it and I found myself playing it in a disastrous resolution and all low. It's a nightmare. But I didn't give up, I finished it and even without understanding anything, cliffhangers at the end have pretty much hyped me for a third episode. Even later, probably when announcing 3 (but without having revealed a picture yet), I decided to redo 2 on 360 and choose the path to Iorveth this time. And where big big surprise, I understood everything, I was 200% in the story, I understood the stakes, I loved the characters and Geralt became one of my favorite video game heroes. And inevitably, my expectation of 3 has increased. Which brings us to last year when I thought, Hey, I'm going to be tempted by books, we'll see if I like it as much as the games. And of course I wasn't disappointed, the novels of Witcher (as before the games) were amazing: every situation, every character, everything was exciting. A real treat. So I relaunched the first one. And I gave up at the end of Act 1... Nothing to do... The spells are more useful than ever (well where I attack nothing, it was mostly to illustrate) And there, ultimate joy, at E3 2014, the trailer shows elements that suggest that The Witcher 3 will be not only the sequel to the first two games but also books since we see the Emperor of Nilfgaard, Yennefer and Ciri. And my expectation reaches its maximum point. And finally, two weeks before the release of the game, I finally manage to make it first all, I'm not excited, but it has good aspects anyway and I also had time to redo the 2, only to have a backup to import. I'm ready, I'm counting the hours left before I can play it, I just have that in mind. So at this point in reading, you're probably thinking, Dude, it's going to be a Word page that you tell about your life, you weren't supposed to tell you about The Witcher 3? and I say, I do what I want! Okay! Look, I can delete your comment and I can keep telling you what I ate for breakfast (chocolate bread and princes)! You know why? Because it's my blog and I have everything I can here! Um, what did I tell you? There was a purpose to all this... Oh yes, I was waiting for The Witcher 3 as the Messiah and again it's a picture because in reality, I expect no more than that Messiah (Christ, uh, not footballers... but I don't expect the masses to do either...). What did I tell you? Oh yes The Witcher 3, Messiah, all that. In short, the last time I waited for a game at this point was Lords of Shadow 2. And believe me, the disappointment was great when I saw the end result (it's crap). All CA FOR DIRE that I was waiting for The Witcher so much that I was pretty sure I was disappointed. And you know what, after 90 hours of play, The Witcher 3 Wild Hunt didn't disappoint me, on the contrary, it was even a real slap on many aspects. The gwynt is a real game in the game: easy to understand, ultra addictive and well integrated. It's a real surprise. I require an online mode only for this deck of cards. So we find Geralt of Rivia (or Riv in French) 6 months after the events of 2. And here the first intelligent point of the scenario, the major upheavals installed at the end of assassins of kings serve not as a story but as a context for this third episode. Thus we are in a universe where the ravages of war and the occupation of Nilfgaard's armies are omnipresent in this context. We cross territories that have served as battlefields, the inhabitants of small villages are afraid and affected by famine. In short, one feels the atmosphere of war without ever doing so because Geralt de Riv is a witch, and witches do not interfere in politics. Speaking of atmosphere, it is rich and often very diverse. Some of the environments in the first map, Velen, resembled the prologue map (forests/campaigns) and I was afraid it would repeat itself a little too often. This not at all the case, in reality the first map is extremely large and frankly varied (while remaining consistent all the time). This makes it easy to move from large forests, to the countryside of small villages, to unwelcoming marshes. And of course there are Novigrad and Oxenfurt (but my first arrival in Novigrad made me much more impact) are the big cities in the 1st region that are available without charging time and which are still large and very lively. The hostels are hectic, the square market lively (with very festive cremation of mages for a family treat). Similarly within the city the buildings one can enter in are available without load. Honestly, this is something I've been waiting for years in RPGs and that adds to the consistency of this universe. The swamps are delightfully disturbing There is in The Witcher 3, a attention to detail can remind Rockstar productions. I'm not trying to make celesto cosmic clicks by putting Side by Side The Witcher 3 and GTA or Red Dead Redemption but it's clear that in these works the cards are real actors and are of paramount importance, simply because we believe in them. When you take a sailboat, drop it off in a random corner and 4 sessions of games later you find it's not a re-pop but the same ship that's in the same place, it's nice. Similarly, when you sell your items to a merchant and put them up for sale yourself (making one of a margin) until the end of the game, it's fun. When you ride a horse and see (the physical engine does wonders at this point) the wind blow, it's nice. In short, the world of The Witcher 3 is vibrant and extremely neat. The worst part is that here I give you the most descriptions of the first region but there is a second equally large and worked: the Skellige archipelago. And I can tell you that after 50 hours in Velen / Novigrad, when you arrive on the islands of Skellige, the change of landscape is total. So these are islands (so much more use of sailboats) with a very northern atmosphere, quite Viking. The change of landscape is therefore visual as we find ourselves facing high mountains and a more restless sea but also on the sound with the accent of the inhabitants of Skellige radically different from the inhabitants of Novigrad (but we will return to the soundtrack later, promised). Therefore, when I tell you that the lighting effects are amazing The Witcher 3 consists of two major regions. It is therefore not a real open world in the true sense of the word, as there are a charging time to move from one map to another. However, given the size of the regions and their prosperity, it is absolutely not worrying. Rather, the real question is what we do in this (more or less true) open world. In addition to its main and side missions, The Witcher has 3 treasure hunting missions. Little written, they are unlocked by exploring and sometimes finding a letter on a corpse indicating the location of coffins containing equipment. In addition to these small missions, exploration is carried out globally by looking for the elements listed by the 'European Union'. on the map. Well of course we can explore for the simple pleasure of walking around without necessarily wanting to join the ? at all costs, but it is better to go there to empty our card. So it's pretty sketchy on principle but overall in the Velen/Novigrad region, this exploration was nice just because these? are not that many (we are far from an Assassin's Creed Unity) and especially the parts to discover are quite varied. Sometimes it becomes a bandit camp, other times, a monster nest, a cave to visit, a power stone to use, a hidden or protected treasure,... By principle it may sound disgusting but in fact it's pretty nice in the end. But these places to discover are also present on the map of Skellige but knowing that this region is mostly made up of water, most ? represents the underwater coffins that exist and where the principle becomes much more redundant. After again, nothing forces you to find them all, it is also nice to explore and walk freely without necessarily having a specific goal, but for those who absolutely want to find everything, it is better to alternate with side quests. Geralt was and still is one of the best video game characters. Boom transition of gue-your, side quests! Big, big bang. They were already written in The Witcher 2, but being in front of an open world made me think they would be less so in 3. That is not the case. The page missions are devilishly well written regardless of their context: sometimes entertaining, sometimes profound, sometimes related to the main quest,... A real treat. Not all of them are long, but there are many where I really wondered if what I did wasn't the main mission. This feeling is easily explained by the fact that some missions are given by characters that we encounter in the main scenario. For example, in the latter when we arrive in the Skelliges Islands, we have to ask a Jarl for information, we done while adding that there will soon be choices to choose a new king, and lo and behold, we get the information we want by talking to Jarl but everything about the choice will find its sequel in the mission page. In addition to these missions, there are also witcher contracts in each village. These are more classic missions but still very satisfying as well. They often involve chasing a monster, but are always preceded by investigative phases to determine the nature of the threat, the damage it has caused, etc. Of course, after the preparations, the fight can begin. Although these missions are smaller scripts, some may have surprises in the store and sometimes ask to make a choice on how to complete them. From time to time we have the opportunity to play Ciri In terms of the main pursuit and history, I admit I was a little disappointed at the beginning. This consists of following in Ciri's footsteps, as Geralt considers her adopted daughter, and finding her, knowing that she is also being hunted by Wild Hunt. If I was destabilized at first, it's simply because we understand the general path that the game will take. We learn that Ciri has been in a place and that she met such a character, so we will discuss with him but he will not reveal to us what we want to know only if we do him a favor. Fortunately, the writing of this adventure improves the more progress and this description represents more of Velens' main mission than the following. But if it may seem weak, I was quickly reassured by crossing the signs that ask us for these services. In fact, they are very well written and the service requested will often have much greater proportions. I am thinking in particular of Baron de Velen whose advantage is only to ask us to find his daughter and his wife, how little a time, Geralt will understand that the Baron himself hides things from us, that he has a rather dark history and little by little the quest will join another linked to witches who would also have crossed Ciri. So there is a real quality in writing in the script of The Witcher 3 and again a variety of situations. Novigrad's mission has nothing to do with Velens and is more focused on political spectacle and the witch-hunt atmosphere in the city. Please note that the dialogues are also tasty and the game is full of discussions with a very sarcastic tone. The atmosphere of Novigrad is radically different from that of the small villages visited so far In the end, the scenario of The Witcher 3 is extremely compelling. As in 2, it starts with a simple story, finding traces of a character but the more you advance the more the stakes increase. Perhaps my only regret is the absence of some important characters from 2 that I would have loved to cross again. In addition, the selection of the 2 that seemed constantly very important turns out to have little consistency in this third episode. In fact, overall, the choice of this 3rd installment seems to me less important than those of the 2, in the sense that the consequences have a smaller scale. No worries, but two parties that make different choices can still change a lot of the course of history and especially the epilogue. In reality there are three epilogues and while some are more sad than others, no one is actually a super happy one that always conforms to this relatively dark universe. I would also add that in addition to the accuracy of the writing, the staging of the cinematics is extremely neat, as well as the facial expressions of the very successful characters, which gives rise to a large number of frankly poignant scenes. When you arrive at the islands of Skellige, the change of landscape total story of The Witcher 3 has so excited me quite a bit (except maybe one before the epilogue a little delivered). After that is also as a worshipper of the 2nd game and novels that I liked and if I already found that the story of the 2 was hard to access for those who do not know the universe, here I think it is even worse. Attention, the main story is simpler (simple, not simplified) but in addition to following the games, it follows the novels and without really more explanations. As a result, there are a lot of characters from books like Yennefer, the Emperor, Dijkstra and of course Ciri (and others) and each has a past with our Geralt that is not necessarily explained. I make no reproach here, finding these characters was very nice, I just wonder if it is easy to get into history without knowing the universe? Or have even just made the games? The game alternates between dramatic, moving, epic and fun sequences with great ease. We can now dwell on the gameplay and more specifically on the combat system, which was clearly a weak point of the first two. Here he picks up the basics of the other but improves them. So we are faced with an extremely rich system. With the sword you can carry light and heavy strokes, but you can also block attacks by holding a key (which will result in lowering our endurance meter) or simply parse with good timing. also have a crossbow at our disposal, which is news in this episode. Personally, I used it a lot underwater against drownings or mermaids because it is very effective at sea and the tiles are unlimited. In the field, that is not the case, and I must admit that I used it very little. There is also the alchemy system with 2 that has been simplified and which is

much nicer to use. Before the start of a fight, we can prepare potions now known in the series as Cat makes it possible to see in the dark or Swallow that goes back our life a little at a time. Similarly, we can make bombs that can be very useful in combat. If this system of alchemy has been simplified, it is partly because once designed, it is no longer necessary to go and look for all the ingredients to redo the product, it is enough to have a specific alcohol and meditate for them to recharge. More comfortable, more fun. But if this system is nice, it must be noted that in normal difficulties, I did not have use to use it often. In fact, at this point, if the first clashes can prove to be tricky, very quickly, the game will be quite simple. Fortunately, it is possible to change the difficulty of the pause menu. Finally, we find the few spells that are available to us and that are more useful than ever. Again, the system is more fun than in 2 knowing that the meter to launch them loads faster and above all that they are very complementary and can all have their usefulness depending on the enemy faced. The bestiary is very diverse and each has its own characteristics, some monsters are more sensitive to the sign of Yrden (a ground trap that slows enemies), others to the sign of Igni (a ray of flames, very effective against wolves or bears), etc. Of course, these powers also work against human opponents and it is very nice to vary the battles by regularly changing characters. So this combat system is successful and is very nice to use. It will be a real highlight for the title when it was for me a handicap in the previous two (especially in the first). Not everything is perfect either, the fault of some indoor clashes that can get messy or an AI that isn't always reactive (or sometimes too, getting by low-level drownings, it happens too). Attention darling, it will cut (because without reference to city fear, something would be missing in this article) So far crafts, it's still a good point for it but it was already pleasant in the 2. Nothing new here, we recover in the full game diagrams of armor and swords telling the necessary materials and when all this is recovered, we go to see a smith. The slight subtlety is that the smiths/gunsmiths now have a level and that not everyone can manufacture a set of high level. In addition, I also believe that in order to unlock a smith and weaponsmith of the master level, it is necessary to complete a quest for them. After all about the different menus seemed to me successful, more successful than in 2. The layer interface is now presented in the form of a grid, which is much more ergonomic than a list system. The skills system is also quite smart. We find ourselves in front of several branches (sword, magic, alchemy) where we can invest our points earned by leveling or touching stones of strength except that these invested points will be worthless until we have equipped skill on a tree that has 12 boxes (which unlocks when we progress). It is therefore necessary to make choices even in our talents, we will never be able to equip everything. The Witcher 3 doesn't hesitate to approach disturbing themes in a raw way. Without transition, let's talk quickly about the technology of the game. Personally, I was able to play the title of a good configuration in high (not ultra) everywhere and with a framerate rotating around 40/50 fps. From what I've seen, with everything high corresponds to the console version and it is clear that the title is technically very solid. The textures of the clothes and characters are impeccable, the same goes for the vegetation where I felt that each tree was different. The only concern comes from clipping quite present especially on the vegetation that we see shown when we are relatively close. But if the technique is good, the artistic aspect is more important and you can understand it in the first few lines when I talked about the different moods of the title, artistically The Witcher 3 is opulent. The effects of light are beautiful, no forest is the same, the décor of some buildings are worked and sought after, cities have a real artistic paw, etc. Visually, the atmosphere is completely controlled but on the soundtrack it's an error too. Already the music is beautiful! I had already loved the compositions of The Witcher 2. Here they are not the same composers but they are perfect and always stick to the atmosphere: relaxing and melancholy around the cities or within them, in the middle of a struggle, worrying in some caves or in swamps,... You know what, I liked the music of the title so much that I will make efforts to write the names of composers (without copying / pasted, it's cheating), so thanks Marcin (so far it goes) Przybylowicz and (simpler) Miko Strolaiinski. Remarkable work has also been done dubbing. Whether for the main characters (obviously Geralt) but also for the simple quest givers pnjs the English cast is compelling and there has been a real search for different accents to illustrate the regions visited. I understand that vf was also good but I did not want to test it is faithful to the English double of witcher. The weather effects can sometimes be very impressive I don't like talking about games I've loved, simply because I'm having a hard time getting you to understand how much a job has excited me. It is always easier to criticize a title by shooting the floodgates here and there than expressing a love. Still, I felt compelled on The Witcher 3 Wild Hunt, because for the last 2 weeks, I've only played it without being able to touch another game, completely immersed in its universe and its plot. Hard to pay tribute to him in the end, I would stop saying that in terms of atmosphere and staging (some scenes fit into my pantheon of the most beautiful sequences of games), The Witcher 3 is more than successful. Quite honestly I would have been happy with the game only if it had a good scenario. Fortunately, its combat system is finally pleasant to use and rich in possibilities and its visual and sound aspects have shown particular care. This third and final episode of the saga has excited me so much that its upcoming competitors will suffer from the comparison. It will be one of the games that fall into this particular category: there will be a before and after. Rarely has such an expectation been rewarded so much. Something's going to stop, something's starting... PS: PlaySta... Okay, okay, everyone's already done it's not funny. PS2: PlayStati... Okay, okay, I'm done. Seriously, I spent 92 hours on my first run in normal. Seblecaribou is closer to 200h. Good service life then. PS3: All the images presented in this article were captured by me. Far from me the idea of bragging, it's just to point out that very few games make me take more than 200 catches. And... PlayStation 3. 3.