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a few examples of a multitude of designed circumstances and possibilities during game play.

To mention other details, the brothels do have a few male prostitutes as well, and Geralt will show as much skin and shape as his possible sex and love partners. If Geralt chooses to pay for a “strumpets” attention, the player will notice that they may take a drug before, which adds a proper sinking feeling to what is transpiring. Visiting a brothel thus becomes a combination of displaying an obvious historical practice and some modern questioning of the institution. The game also introduces probably the first cross-dressing elf tailor in gaming history for some quite good dialogue. As the elf eloquently and irrefutably states: “I am a Redanian countess one day, a dockside thug the next. That is true freedom!”

All the story take place in a medievalised, basically Celtic, Scandinavian and Polish Europe, which has an interesting result on the concept of race in the novels and games. Unlike the mixed fantasy of the Elder Scrolls games there are no representatives of African or Asiatic cultures - or their fantasy analogues – in the Witcher world. The designers have not forced some racial quota of alterity into the game, but have instead let the “races” of elves, dwarves and Halflings take the place of the mistrusted, the despised and the persecuted.

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<http://www.polygon.com/2015/5/13/8533059/the-witcher-3-review-wild-hunt-PC-PS4-Xbox-one>, all
accessed 25 September 2015.