



XBOX 360™

XBOX  
LIVE®

# MASS EFFECT™

質量效應





**警告** 在開始遊戲以前，請閱讀 Xbox 360 指導手冊及任何配件手冊，以獲得重要的安全及健康資訊。請保留所有的手冊以作為未來的參考。

### 進行視訊遊戲的重要健康警告

#### 光刺激誘發癲癇症

有極少數的人在觀看一些視覺影像時可能會突然癲癇發作，這些影像包括電玩遊戲中出現的閃光或圖形。甚且連沒有突然發病或癲癇史者也可能在進行電玩遊戲時，出現類似癲癇症狀，這類未經診斷的症狀稱為「光刺激癲癇症」。

癲癇症狀包括頭昏眼花、視幻覺、眼部或臉部抽搐、手腳痙攣、暫失方向感、精神混淆或者暫時失去意識。癲癇發作時可能因為失去意識或抽筋之故，跌落地面而受傷或碰撞到周遭物品。

若出現以上所述任何症狀，請立即停止該遊戲並送醫診斷。家長應該在場看顧或者詢問其是否有以上症狀，相較於成人，兒童及青少年更有可能發生此類癲癇症。若要降低誘發光刺激誘發癲癇症的風險，可以進行下列預防措施：

- 坐在距離電視螢幕較遠的地方
- 使用較小的電視螢幕
- 在照明充足的室內進行遊戲
- 不在感覺疲累或倦怠時進行遊戲

如果您自己或您的親友有癲癇史，請在進行遊戲之前先與醫師諮詢。



2183 年，人類已經能以超光速的方式穿梭於銀河系之間，因此也開始與許多外星種族進行交流。如今人類必須在這個規模更甚以往的銀河族群中努力爭取生存的一席之地。

你的名字是 Shepard，身為諾曼地 (Normandy) 太空船上世界聯盟部隊 (Systems Alliance Military) 的指揮官，你代表了人類對抗危險莫測的銀河系最後一道防線。你的行動與決策將決定人類的命運，同時也關係了整個銀河系的未來。

### 開始遊戲

將遊戲光碟放入 Xbox 360® 主機之後，按一下 。

在主選單中選擇 [Start New Career]，然後按 。

這時會進入任務電腦的資料庫中，同時開始重建你的個人檔案以確認你的身份。

## 角色建立

開始建立角色時，你會有兩個選擇：



- 以預設的 **Shepard** 指揮官進行遊戲，同時選擇個人使用的名字。
- 建立自訂角色，並決定這位角色的一切。



### 自訂角色




使用 Xbox 虛擬鍵盤，輸入 **Shepard** 指揮官的名字。

接著選擇角色的出身背景：地球出生 (**Earthborn**)、殖民地居民 (**Colonist**)，或是太空人 (**Spacer**)。這個選擇是影響遊戲中角色反應的諸多要素中的第一個因素。

利用  移至 [Pre-Service History] 選項，然後按  選擇你想要的背景。

利用  移至 [Psychological Profile]，按  在殘忍 (**Ruthless**)、戰爭英雄 (**War Hero**) 或倖存者 (**Sole Survivor**) 中做出選擇。

接著按  選擇角色的階級，如果你選擇預設設定，那麼你的角色便會是一位軍人。

## 類別 (Classes)

遊戲中有六種基本類別，加上三個不同領域的力量可由玩家與其他兩位同伴使用。有些類別的角色會將所有的力量集中在某一種技巧，而有的角色則為了取得平衡，會將能力分配給兩種領域。

**戰鬥 (Combat)** 技巧可對敵人造成最大的殺傷力。科技 (Tech) 技巧則可解開保全系統，並讓敵人武器的威力下降。生物 (Biotic) 技巧能讓角色使用腦波控制實體物質。

### 軍人 (Soldier) – 戰鬥

軍人是英勇的鬥士，能應付多種戰鬥的狀況。軍人的生命值較高、可用的武器最多樣，可穿載厚護甲。遊戲著重在戰鬥場合，使用恰當的武器能力在戰術上克敵制勝。

### 工程師 (Engineer) – 科技

工程師屬於科技人員，懂得如何利用環境中的道具及景物。他們適合在戰鬥時規劃整個戰場的配置、治療成員的傷勢，並且讓敵人的武器與防護的能力下降。

### 異能者 (Adept) – 生物

異能者是優秀的生物專家，擅長使用腦波控制實際物體。利用生物異能，有效控制環境中的物體，也包括周遭的敵人。遊戲著重在減弱敵人的武力，並造成大量傷害。

### 滲透者 (Infiltrator) – 戰鬥/科技

滲透者是身懷絕技的鬥士，能夠快速地讓敵人失去戰力並消滅敵人而獲得勝利。遊戲著重在找出替代的路線、取得有用的裝備，讓戰鬥局勢對自己有利。



## 前鋒 (Vanguard) – 生物/戰鬥

前鋒是極具威力的戰鬥人員，能夠將異能者與軍人的力量合而為一。他們能使用許多武器、護甲及生物異能。適合擔任快速打擊敵人的任務。

## 哨兵 (Sentinel) – 生物/科技

哨兵是最為靈活的類別，能夠將科技與生物結合來控制環境、癱瘓並攻擊敵人，或是進行防禦。遊戲著重在使用動態障礙保護整個隊伍，並使用先進的醫療訓練來治療傷患。

## 自訂臉部功能

你可以使用 **Facial Customization**，為你的角色創造出獨特的面孔。可以更改整個臉部，或只專注某個特定部位，例如眼睛或鼻子。請移動滑桿調整臉部各部位的特徵，確定後選擇完成 (Finalize)，你就有一張專屬的臉孔了。



## 進行遊戲

### 對話

玩家可以藉由遊戲中情節式的選項對話來調整角色與故事的發展，方法是利用畫面下方的對話圓盤來進行。

圓盤中有讓你繼續發展對話的選項，也能選擇盡快結束對話。

圓盤的上方的選項通常代表正面的對話，可以讓角色做出無私、具有團隊精神的決定。圓盤的下方的選項則多半是負面的對話，可以讓角色做出帶有敵意的決定。

當你將能力 (Talent) 點數運用在魅力 (Charm) 和恫嚇 (Intimidate) 對話技巧上時，在圓盤的左方會出現新的選項，讓對話的結果延遲出現。魅力選項會以藍色的文字顯示，恫嚇選項則以紅色的文字顯示。

請使用 **I** 選擇你的回答，然後按 **A** 繼續劇情的部分。只要對話圓盤一出現，就能選擇你想要的回答，接下來你的角色便會在最適當的時候做出相同的回答。按下 **X** 則能中斷或跳過對話部分。



## 非戰鬥顯示畫面

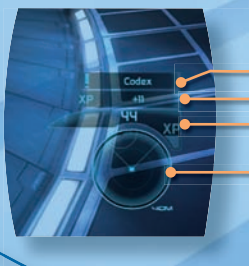
遊戲一路進行下去時，你可以藉由探索新的區域，和與其他角色交談而獲得經驗點數 (XP)。

只要場景中出現可以互動的人物或物體時，就會在當中出現藍色圈圈的指示標誌。這時請按下 **A** 進行互動。



- ① 選擇桿
- ② 指示標誌




畫面上會短暫顯示出你的經驗值，而任務電腦的小隊畫面也會顯示所獲得的經驗點數。



- 任務電腦新項目
- 獲得的經驗值
- 總經驗值
- 小地圖

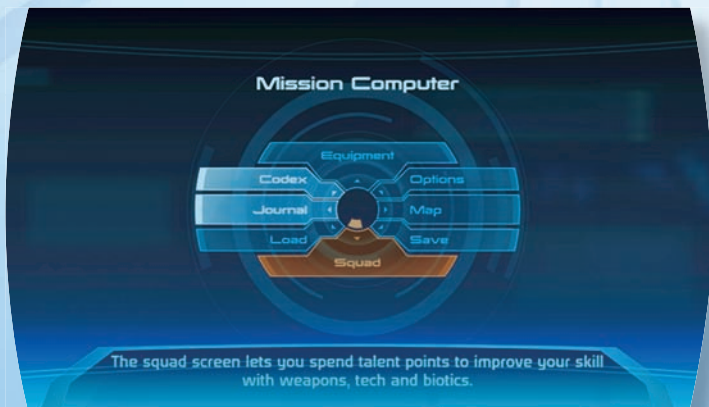


## 任務電腦

按下  就會出現任務電腦，使用  選擇顯示的內容，然後按  進入選項。當接收到更新資料時，該選項就會出現閃爍狀態。

你可以利用任務電腦查看下列遊戲資料：

- **裝備 [Equipment]** — 查看目前裝備的武器、護甲和其他項目，以及裝備新物品的選項。
- **選項 [Options]** — 設定遊戲的進行方式、控制器、畫面、音效及其他選項。當中有許多選項會影響遊戲的難度及視覺效果，建議你可以先瞭解這些選項的作用。
- **地圖 [Map]** — 查看目前的位置與想要前往的地點。
- **儲存 [Save]** — 可儲存目前的遊戲狀態與位置。
- **小隊 [Squad]** — 查看你與其他小隊成員的狀況。
- **載入 [Load]** — 可載入你自行儲存與自動儲存的遊戲進度。
- **日誌 [Journal]** — 查看目前與最近的任務。
- **規則 [Codex]** — 瞭解遊戲世界的一切。



## 戰鬥

玩家可在「質量效應」的戰鬥系統中享受到精準控制以及深思熟慮的決策過程。

按下 **X** 就可取出武器；而按 **B** 則能將武器收起來。

要切換其他隊員的武器，可按住 **LB** 瀏覽可使用的武器。請使用 **L** 指出你要的武器，然後按 **A** 來選擇。放開 **LB** 後就可繼續遊戲。

要使用隊員的特殊能力，請按住 **RB**。

要選擇使用的能力，請先以 **L** 挑選能力，然後按 **A** 選取。在此畫面中，每位隊員都會有一種啓用的能力。

## 進階等級

### 升級

你和隊員可以藉由打敗敵人、使用特殊能力以及完成任務累積經驗值，用來提高各自的等級。

你與所有的隊員會共用一個經驗值庫，小隊中的任何行動都可累積經驗值庫，一旦等級提高，所有隊員都會同時受惠。其中也包括那些在諾曼地號上，沒有參加行動的隊員。

### 升級的好處

升級後可以：

1. 獲得生命值，玩家可以藉由能力 (talent) 來增加生命值。
2. 獲得能力 (talent) 點數，玩家可隨時使用這些點數來提高自己的身份。

### 自動分配與取消能力點數

在小隊畫面中按下 **Y**，就會自動分配能力點數。

分配後，可以 **X** 取消之前的決定。

## 銀河系地圖

銀河系地圖位於諾曼地號的指揮艙中。要察看地圖，請先到指揮艙，然後選擇全像式攝影的銀河系圖像。地圖有四種解析度，每種解析度提供銀河系導航所需的資料。

按下 **A** 就可以前往至指定的地點、按 **X** 可以縮放目前的畫面，而按 **B** 就會離開銀河系地圖。

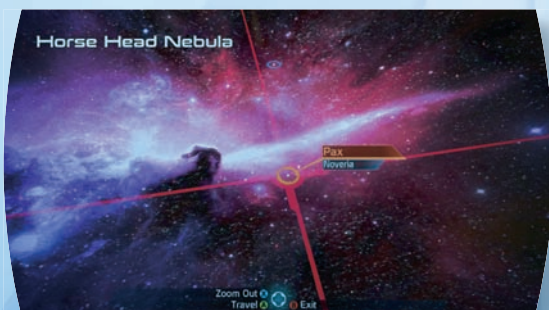
## 銀河系等級

可顯示鉅細靡遺的銀河系畫面及相關連的星團 (cluster)。



## 星團等級

會顯示你可以探索的星系，以及每個星系中你可前往的星球，包括了行星、小行星帶，及太空站之類的人工建築。



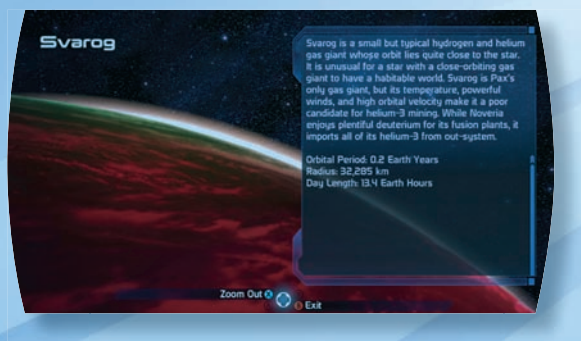
## 星系等級

可顯示所選星系的詳細圖像，並列出恆星與可供探索的行星體資料。



## 星球等級

會顯示星球或是你環繞星體的詳細資料與相關數據。



## 戰鬥詳細說明



顯示畫面上的項目包括有：

- ① **目標準心** — 場景中的目標物。紅色的目標為敵人、藍色目標則為友軍，至於會引發戰鬥的目標則為橘色。
- ② **團隊狀態列** — 顯示小隊的即時生命與防護的狀態，同時還會顯示小隊的移動狀態。
- ③ **雷達** — 會顯示目標範圍的敵人，以及遊戲地圖上的小資料。
- ④ **選項列** — 顯示目標物的名稱，以及按下 **A** 的動作說明。

戰鬥系統可提供微調的行動控制、決策與視角位置。主要的功能有：

**鎖定目標：**使用 **R** 移動目標準心，能力與武器攻擊會朝準心射擊。

**輔助瞄準：**輔助瞄準圖示會幫你瞄準最接近準心的敵人。按下 **LT** 可縮放視角，拉近視角可增加射擊準確度 (可將能力點數用於某項武器，你就能針對該武器的使用進行訓練)。



**準確度：**持續開火的話，武器的準確度就會逐漸降低。但要是你對該武器的使用訓練越精良的話，就可維持更長時間的準確射擊。

準確度降低的原因：

- **後座力** — 射擊武器時，所產生的後座力會降低瞄準的準確度。
- **疲勞** — 快跑會導致疲勞 (按 **A** 可快跑突擊敵人)。



**能力圓盤：**要使用能力，按住 **RB** 叫出能力圓盤。


利用 **L** 查看每位隊員的能力，選擇好後按 **A** 使用該項能力。





也可以按 **X** 標示出能力，然後在需要使用時按 **RB** 即可。

使用 **R** 指向場景中某一處，指出行動的方向。每位隊員都可以接受一個行動指令。

放開 **RB** 就能開始行動並使用能力。

## 小隊指令

使用  在戰場中下達小隊指令：

- 按下  讓小隊移動至你指定的地點。
- 按下  命令小隊找掩護。
- 按下  命令小隊攻擊特定敵人。
- 按下  命令隊員到你的位置重新集合並跟隨你。

## 武器

### 手槍

手槍的準確度高、後座力低，行動時也能輕易使用。手槍適用於各種射程，但殺傷力有限。軍人、工程師、異能者、前鋒及滲透者都能進行手槍使用的訓練。



### 霰彈槍

霰彈槍的射速慢且後座力強，但能在近距離對多個目標造成很大的殺傷力。軍人和前鋒都能使用霰彈槍。



## 衝鋒槍

衝鋒槍是多數軍人的制式武器，在火力、射程與準確度上皆有水準上的表現。僅有軍人能使用衝鋒槍。



## 狙擊步槍

狙擊槍的射程極遠、準確度極高，同時殺傷力也很強。不過它的射速頗低，且在近距離作戰時派不上用場。只有軍人與滲透者能進行狙擊槍使用的訓練。



## 手榴彈

圓盤狀的聯盟軍手榴彈能夠飛行一大段距離，並且能依附在目標或平面上以遙控方式進行引爆。僅有身為主角的指揮官能力使用手榴彈。

按下  丟出手榴彈，再按一次  即可引爆。如果不執行引爆的動作，手榴彈會在 10 秒後自動爆炸。



## 護甲

### 輕型護甲

輕型護甲具有基本的防護力，並可讓行動時對於武器準確度的影響降至最低。所有類別的人都可以穿戴輕型護甲。

### 中型護甲

中型護甲能提供最佳的防護力，同時也會增加行動對於武器準確度的影響。軍人在一開始就可穿戴中型護甲，而前鋒與滲透者則可在經過訓練後穿戴。

### 重型護甲

重型護甲具有最佳的防護力，但在行動時對於武器準確度的影響也最大。只有經過特訓的前線軍人可穿戴重型護甲。所有的類別在遊戲一開始都無法穿戴此種護甲，但軍人在受訓後可以使用。



## 裝備

### 裝備的種類有：

- 護甲
- 衝鋒槍
- 生物放大器
- 手榴彈
- 萬能工具
- 手槍
- 霰彈槍
- 狙擊步槍



## 升級

升級動作可讓裝備更有用，同時還能改造裝備，好處是能增加殺傷力與提高防護等作用。僅有下列裝備可進行升級：護甲、武器、彈藥和手榴彈。

每一項裝備都配有特定的升級槽，舉例來說，武器中彈藥的升級槽就僅能用於彈藥的升級。

要升級某個裝備，請進入任務電腦，然後選擇裝備 [Equipment]。在右下方的選項中選擇要升級的物品，然後按 **X** 會進入升級畫面。

要升級彈藥的話，請選擇合適的武器然後按 **右** 查看彈藥的升級狀況。按 **A** 確認升級動作後離開。



## 生物放大器

只要使用放大器，生物專家就能強化他們特定項目的力量。這項特殊裝置通常會做成一種小型的電子附加裝置，由生物專家配戴在耳朵上或是後腦杓。

## 萬能工具

萬能工具是一種多用途的袖珍工具，可用於戰場許多場合中，例如侵入系統、解碼或維修等。

## 資源

### 容器

每個行星上都找得到容器，而且大多裝有好用的裝備與資源。它的外型就像個金屬置物箱或是貨箱，不過你沒辦法將物品放在裡頭。

### 萬能膠

這是一種可從環境中取得的高科技物質，因此稱之為萬能膠。搭配萬能工具一起使用就可進行與電力相關或是解碼的任務，也可以用它來修理你的載具 **Mako**。

### 貨幣

這是遊戲世界中最重要貨幣單位。

### 醫療膠

醫療膠可治療多種傷痛與疾病，戰利品與 **NPC** 是最主要的來源。或者也可以在某些商店中，購買增加攜帶醫療膠容量的物品。按 **Y** 分配急救包。

# 未知的世界

## 探索未知世界的方法

在 Attican Traverse 的任務中，你會因為神秘的異常現象進入未知的世界裡。要發掘這些異常現象的本質，你必須前往並在這些行星中進行探索。

在銀河系地圖中，選擇星團導航 [Cluster Navigation]、星系導航 [System Navigation] 然後選擇行星降落 [Planetary Landings]。

在行星上降落後，你可以駕駛 **Mako** 來偵測周遭的地勢，它配有強力感應器可以偵察外星敵人、異常現象和資源的所在。

在未知世界中可以使用任務電腦瞭解附近的事物，按下 **A** 在目前的游標位置上設定目的，之後這個目的會在遊戲雷達上顯示為箭頭。

## 離開未知世界的方法

要離開未知的世界：

1. 按下 **START** 叫出任務電腦，然後選擇地圖 [Map]。
2. 按下 **X** 就會回到諾曼地號上。



## 載具

### Mako

**Mako** 是一種步兵戰鬥載具 (IFV) 或越野車輛，你和隊員們可以搭乘它上戰場，同時還能利用它的火力支援與掩護。

要搭乘 **Mako**，請先選擇這輛載具然後按 **A**。

使用 **L** 可以駕駛 **Mako**，然後使用 **R** 轉動畫面。按下 **A** 可以跳躍過難以行駛的地形，或是躲避敵軍砲火。

按 **LT** 可縮放槍砲的視角，按 **RB** 開始射擊火砲，按 **RT** 射擊機槍。

要離開 **Mako** 的話，先找到一處安全且牢固的地方，然後按 **B**。在離開時要注意外頭是否安全，要是在危險的環境下，能夠生存的時間將極為有限。



載具的螢幕顯示畫面會顯示小隊隊員生命值與防護等級，以及 **Mako** 上所搭載的武器與裝備狀況。

## Mako 控制器圖示



## 維修 Mako 的方式

在戰場上按下 **Y** 就能用萬能膠來維修 Mako。在維修前必須先停下 Mako，停止武器射擊並保持在載具內。

## 能力

能力是指在遊戲進行中可以加強的專精領域。在你獲得經驗後，你就能得到能力點數用來加強角色的各方面素質。

你和小隊隊員所具備的能力是由角色選擇 [Character Creation] 中所選的類別而定。你可以在小隊畫面中解鎖其他能力，能力啟動階段會以圖示顯示。

### 戰鬥能力



**手槍 [Pistols]** — 提高射擊手槍時的準確度和殺傷力。啟動神射手 [Marksman] 的能力能讓你短時間內射擊速度加快，並提高準確度。

**霰彈槍 [Shotgun]** — 提高射擊霰彈槍時的準確度和殺傷力。啟動了屠殺 [Carnage] 能力就能以霰彈槍發射出強大火力造成敵人的重傷害。

**衝鋒槍 [Assault Rifles]** — 提高使用鋒槍時的準確度和殺傷力。啟動趕盡殺絕 [Overkill] 的能力能讓你獲得更長的射擊時間及最佳的準確度。



**狙擊步槍 [Sniper Rifles]** — 提高射擊狙擊步槍時的準確度和殺傷力。啟動刺殺 [Assassination] 能力，下一次射擊的殺傷力就會更大。

**護甲 [Armor]** — 加強你的護甲能抵擋破壞的強度，同時能根據你的類別讓你穿戴更重的護甲。啟動增加防護 [Shield Boost] 的能力，可恢復戰鬥中的防護力。

**突擊訓練 [Assault Training]** — 增加近戰和武器的殺傷力。啟動腎上腺爆發 [Adrenaline Burst] 能力可重新設定所有能力的再生時間，以便你能立即使用這些能力。

**健身 [Fitness]** — 提高生命值，讓你能承受最大程度的傷害。啟動免疫 [Immunity] 能力，可增加一段時間內的傷害防護。

**魔鬼訓練 [Spectre Training]** — 增加生命值、準確度，及所有攻擊的影響力。有了聯合 [Unity] 能力你就能讓在戰鬥中受傷的小隊成員恢復。

## 科技能力



**阻尼 [Damping]** — 增加地雷的爆炸範圍。啟動阻尼場 [Damping Field] 可壓制敵人戰鬥時的科技與生物能力。

**解碼 [Decryption]** — 你可使用萬能膠讓保全系統失去效力，就可開啓門戶或容器。啓動破壞 [Sabotage] 能力，能快速在戰鬥中讓敵人的武器失去效用。

**入侵 [Hacking]** — 增加地雷的充能速度，啓動人工智慧入侵 [AI Hacking] 能力，可讓你控制敵方機器人的智慧，使它們對身邊的任何人發動攻擊，當然也包括附近的同類。

**電子 [Electronics]** — 增加防護力，讓你通過某些鎖定物體的保全系統。啓動超載 [Overload] 能力，能在戰鬥中讓敵人的防護造成傷害或失去功用。

## 生物能力



**投擲 [Throw]** — 產生可將物體投擲到某種範圍內的生物場。

**舉起 [Lift]** — 產生可將物體高高舉起的生物場。

**變形 [Warp]** — 產生生物場將物體慢慢分解造成破壞，暫時降低護甲效果。

**異象 [Singularity]** — 產生能讓物體騰空並且互相衝撞的生物場。

**障礙 [Barrier]** — 產生能抵擋武器攻擊的生物場。

**靜止 [Stasis]** — 產生圍繞並隔離任何接觸物體的生物場，能防止敵人移動或攻擊，但同時你也無法對他們造成傷害。

## 其他能力

**魅力 [Charm]** — 增加對話中的魅力選項，並減少在商店購買物品時所需的貨幣。

**恫嚇 [Intimidate]** — 增加對話中的恫嚇選項，並增加在商店販賣物品時可獲得的貨幣。

## 類別能力

某些能力是每個角色階級的專屬能力：

**軍人 [Soldier]** — 增強生命值與生命值再生

**工程師 [Engineer]** — 減少科技能力的充能時間，並增加科技抵抗力。

**異能者 [Adept]** — 減少生物能力的充能時間，並增加生物抵抗力。

**滲透者 [Infiltrator]** — 增加地雷的殺傷力，並減少狙擊步槍與手槍過熱的現象。

**哨兵 [Sentinel]** — 減少科技和生物能力的充能時間，增加手槍的準確度與殺傷力，並可獲得神射手的能力。




**前鋒 [Vanguard]** — 增加生物抵抗力與手槍和霰彈槍的殺傷力。

## 能力升級

你和小隊隊員具備一系列的能力，這些能力代表了每位角色的能力、力量和訓練。只要在這些能力中使用能力點數，某些角色的素質便會增強，最後還會開啓新的能力和技巧。

## 能力點數

你可以利用能力點數來購買更高階的身份。

按下  進入任務電腦，然後選擇小隊 [Squad]。使用  選擇能力，然後按  付出能力點數來增加一級的身份。

## 特別化

特別化能提升以類別為主的能力。在完成了一項選擇性的世界聯盟部隊任務後，請選擇角色的特別化，就可以增加該類別角色所能使用能力點數的最大值。

## 到線上探索更廣闊的世界！

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**BioWare Special Thanks**

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A very special thanks to our families and friends, whose patience and support helped us reach for the stars.

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## Microsoft Game Studios Special Thanks:

Daland Davis, Dan Cawdrey, Dave Luehman, David C. Holmes, David Hufford, Frank Pape, Greg B. Jones, Jeff Bell, Jo Clowes, Joyce Hwang, Kevin Browne, Melissa Gruenstien, Mike Fischer, Peter Moore, Phil Spencer, Phil Teschner, Randy Blum, Raja Subramoni, Rick Lockyear, Robert Dekker, Shane Kim, Steve Beininger, Tara Brannigan, Tobin Buttram, and Edmonton Tourism / Edmonton Economic Development Corporation.

See the in-game credits for a complete list of Mass Effect team members.

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**WARNING** Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference.

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### **Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the television screen.
- Use a smaller television screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.


# MASS EFFECT UNIVERSE




By the year 2183, mankind has mastered the ability to travel throughout the galaxy at faster-than-light speeds, bringing them in contact with a host of alien races. Now humanity struggles to find its place in the greater galactic community.

As Commander Shepard of the Systems Alliance Military, aboard the spacecraft Normandy, you represent humanity's first and last line of defense against the strange wonders of a vast and often dangerous galaxy. Your actions and decisions will determine the fate of the human race ... and shape the future of an entire galaxy.

## GETTING STARTED

After inserting the Mass Effect™ game disc into your Xbox 360® console, press .

The Main Menu appears. Choose **Start New Career**, and then press .

You enter the Mission Computer database and begin to reconstruct your profile to confirm your identity.

## CHARACTER CREATION

You have two options when initially creating your character:

- Play as the default Commander Shepard and choose a first name.
- Create a custom character, in which you control every detail.

### Custom Character Creation



Start by using the Xbox keyboard function to type a first name for Commander Shepard.

Next, choose your custom character's early history: Earthborn, Colonist, or Spacer. This choice represents the first of many that affect how characters will react to you during gameplay.

Use to move to the Pre-Service History option you want, and then press to select it.

Use to move to Psychological Profile. Press to select Ruthless, War Hero, or Sole Survivor.

Then, press to select your character class. If you select the default setting, your character is a Soldier.



## Classes

There are six base classes, with variable strength in up to three areas for the player and two squad members. Some classes concentrate all their strength in one skill area; others divide it between two areas to balance tactics.

**Combat** skills deal maximum damage to enemies. **Tech** skills allow decrypting security systems and weakening enemy weapons. **Biotic** skills enable brain impulses to manipulate the physical world.

### Soldier – Combat Specialist

The Soldier is a tough warrior, able to deal with a range of combat situations. The Soldier gets improved health, has the widest selection of weapons, and is eventually able to wear heavy armor. Gameplay focus is on getting into the thick of the fight, picking the right weapon for tactical situations, and outlasting opponents.

### Engineer – Tech Specialist

The Engineer is a tech specialist, able to quickly and easily manipulate the environment with specific skills. Gameplay focus is on shaping the battlefield during combat, healing the party, and debuffing enemies (disabling weapons and lowering shields).

### Adept – Biotic Specialist

The Adept is the ultimate Biotic, able to affect the physical world with the power of the mind. They can use biotics to violently manipulate objects in the environment, including nearby enemy targets. Gameplay focus is on disabling and debuffing enemies while dealing massive amounts of damage.

### Infiltrator – Combat/Tech

The Infiltrator is a tech-savvy warrior, able to win battles by quickly disabling and killing enemies. Gameplay focus is on unlocking alternate routes, gaining access to good equipment, and obtaining an advantageous position over enemies in combat.

## Vanguard – Biotic/Combat

The Vanguard is a powerful combatant, able to combine the offensive powers of the Adept and the Soldier. They have access to various weapons and armor, as well as biotic powers. Gameplay focus is on taking down enemies with quick and brutal force.

## Sentinel – Biotic/Tech

The Sentinel is the most flexible class, able to combine tech and biotics to manipulate the environment, disable and attack enemies, or defend the party. Gameplay focus is on protecting the party using kinetic barriers and healing it with advanced medical training.

## Facial Customization

Use the Facial Customization screen to create a unique face for your character. You can customize the entire face or focus on a specific area, such as eyes or nose. Use the sliders in each section to adjust a range of facial details. Select **Finalize** to accept the face you created.



# PLAYING THE GAME

## Conversation

The cinematic, choice-based dialogue in Mass Effect lets you fine-tune your character and story using the conversation wheel at the bottom of your screen.

Choices on the wheel's left let you explore a conversation in-depth, while choices on the right tend to move the conversation to completion.

The top of the wheel typically corresponds to the Paragon path, where your character makes selfless, cooperative decisions. The bottom of the wheel generally correspond to the Renegade path, where your character is more aggressive and hostile.

When you spend Talent points on Charm and Intimidate talents, new options appear on the wheel's left that may help conversation outcomes later. Charm options appear in blue text. Intimidate options appear in red.

Use **L** to point to your response, and then press **A** to play it in a cinematic style. As soon as the conversation wheel appears, you can select your response. Your character speaks the line at the dramatically appropriate time. Press **X** to interrupt or skip a line of dialogue.



## Non-combat HUD

As you progress through the game, you gain XP (experience points) by exploring new areas and engaging other characters in conversation.

When you can interact with something or someone in the world, the blue focus symbol forms a circle inside it. Press **A** to interact.



① Selection bar

② Focus symbol

The screen briefly displays your XP. The Squad screen of the Mission Computer also shows the XP gained.






New Mission Computer entry

XP gained

Total XP

Mini-map

## Mission Computer

Press  to bring up the Mission Computer display. Use  to point to an area on the display, and then press  to select it. When an area receives an update it flashes on the display.

The Mission Computer lets you access game details for:

- **Equipment** – View currently equipped weapons, armor, and other items, along with options for equipping new items.
- **Options** – Set gameplay, controller, graphics, sound, and other options from here. Many of these options will affect gameplay difficulty and your visual experience; be sure to look at all the choices.
- **Map** – View your current location and points of interest.
- **Save** – Saves your game in its current state and location.
- **Squad** – View stats for you and your squad members.
- **Load** – Loads your saved and automatically saved games from here.
- **Journal** – View current and recent tasks.
- **Codex** – Learn all about the Mass Effect universe.



## Combat

Mass Effect's combat system allows for precise control and considered decision-making.

To draw your weapon, press **X**. To holster your weapon, press **B**.

To switch the weapon of any squad member, press and hold **LB** to browse available weapons. Use **L** to point to your choice, and then press **A** to select. Release **LB** to return to the game.

To use special abilities for each squad member, press and hold **RB**.

To choose an ability, use **L** to highlight it, and then press **A** to select. Each squad member can have a single ability activated when in this view.

## Advancing Levels

### Level up

You and your squad can advance levels by accumulating XP, which you gain by overcoming enemies, using certain skills, and completing missions.

There is a single pool of XP for your entire squad. All squad actions feed into it, and all squad members level up at the same time, including those back on the Normandy and not part of the active squad.

### Level-up benefits

When your character advances to a new level, you:

1. Gain health. You can increase this amount through talents.
2. Gain Talent points. You can spend these points at any time to increase your rank.

### Auto level and undo Talent points

Press **Y** on the Squad screen to automatically distribute Talent points.

After spending Talent points, you can press **X** to undo your choices.



## GALAXY MAP

The Galaxy Map is located in the center of the Normandy's command deck. To access it, ascend the deck, and select the holographic galaxy image. There are four levels to the map, each with varying degrees of detail for galactic navigation.

Press **A** to travel to any selected location. Press **X** to zoom out from your current view. Press **B** to exit the Galaxy Map.

### Galaxy Level

Shows a top-down view of the galaxy and star clusters connected by mass relays.



### Cluster Level

Shows the star systems you can explore and lists the planetary bodies you can travel to in each system, including planets, asteroid fields, and artificial structures, like space stations.



## System Level

Shows a detailed view of a selected star system, with data on the star and the planetary bodies you can explore.



## Planetary Level

Shows detailed features of the planetary body or object you are orbiting, including data and applicable plot elements.



## COMBAT DETAILS



Elements of the HUD (heads-up display) include:

- ① **Target reticle** – Targets objects in your environment. Enemies are highlighted in red, friendly objects in blue. Combat hazards are highlighted in orange.
- ② **Party status bar** – Shows real-time status for squad health and shields. Also shows your squad's movement status.
- ③ **Radar** – Shows enemies that are in target range. Also shows map pins from the in-game map.
- ④ **Selection bar** – Displays name of highlighted object and results of pressing **A**.

The combat system offers fine-tuned control of movements, decisions, and camera position. Core features include:

**Targeting:** Use **R** to move the targeting reticle. Abilities and weapons fire go to the center of your reticle.

**Target Assist:** A Target Assist icon highlights the enemy nearest the reticle. Pull **LT** to zoom the reticle view, increasing the accuracy of weapons you are already trained on. (You can train on a weapon by spending Talent points on that weapon.)

**Accuracy:** Sustained weapons fire reduces accuracy over time. However, the more training you have on a weapon, the longer your accuracy remains.

Accuracy is reduced through:

- **Kickback** – Weapons fire produces a kickback effect that reduces targeting accuracy.
- **Fatigue** – Sprinting eventually causes exhaustion. (Press **A** to sprint or to storm an enemy.)



**Power Wheel:** To access and use abilities, press and hold **RB** to bring up the Power Wheel.


Use **L** to browse the abilities for every squad member. Select an ability, and then press **A** to cue it up as an action.





You can also press **X** to map the ability. Tap **RB** when you want to fire it off.

Use **R** to point somewhere in the world and direct the action. Each squad member can have a single action declared.

Release **RB** to fire the action and use the ability.

## Squad Orders

Use  to issue squad orders in the field:

- Press  to send your squad to the location you targeted.
- Press  to order them to take cover.
- Press  to order them to attack a specific enemy.
- Press  to order them to rally to your position, then follow you.

## Weapons

### Pistols

Pistols are highly accurate, have little recoil, and are easy to use when moving. They are effective at a variety of ranges, but inflict limited damage. Soldier, Engineer, Adept, Vanguard, and Infiltrator classes can train with pistols.



### Shotguns

Shotguns have a slow rate of fire and high recoil, but inflict massive damage to multiple targets when fired at close range. Soldier and Vanguard classes can train with shotguns.





## Assault rifles

Assault rifles are the standard armament of most Soldiers, offering a good balance between firepower, range, and accuracy. Only the Soldier class can train with assault rifles.





## Sniper rifles

Sniper rifles have a long range, are highly accurate, and inflict significant damage. They have a limited rate of fire, however, and are practically useless at close range. Only Soldier and Infiltrator classes can train with sniper rifles.



## Grenades

Disk-shaped Alliance grenades can glide long distances and also latch onto targets or flat surfaces to be remotely detonated. Only you, as Commander Shepard, can use grenades.

Press  to throw a grenade, and then press  again to detonate. A grenade will automatically explode after 10 seconds if you don't detonate it.





## Armor

### Light armor

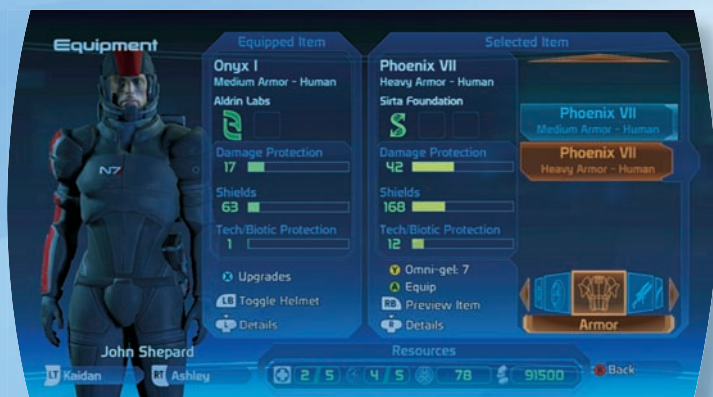
Light armor offers a basic level of protection from enemy attacks and minimizes the movement penalties that affect weapon accuracy. All classes can wear light armor.

### Medium armor

Medium armor offers an increased level of protection, but also increases the movement penalties that affect weapon accuracy. Soldiers can wear medium armor from the start, while Vanguard and Infiltrator classes can train to wear it.

### Heavy armor

Heavy armor offers the highest level of protection from enemy fire, but also has the highest movement penalties affecting weapon accuracy. Only specially trained frontline Soldiers can wear it. No class can wear heavy armor at the start, but the Soldier class can train to wear it.



## EQUIPMENT

Equipment types include:

- Armor
- Assault rifles
- Bio-amps
- Grenades
- Omni-tools
- Pistols
- Shotguns
- Sniper rifles



### Upgrades

Upgrades enhance and customize equipment, letting you increase damage, boost shields, and more. You can only upgrade the following equipment types: armor, weapons, ammo, and grenades.

Each equipment piece has very specific upgrade slots. For example, the ammo slot on a weapon can only be upgraded with an ammo upgrade.

To upgrade equipment, access the Mission Computer, and then select **Equipment**. Choose the piece to upgrade from the lower right selection belt, and then press **X** to view the Upgrade screen.

To upgrade ammo, select the applicable weapon, and then press **O** to view the ammo upgrade. Press **A** to confirm your upgrade and exit.

## Bio-amps

Biotics can strengthen their power in specific disciplines by using amps (amplifiers). These specially designed devices often come in the form of small electronic attachments that are worn on a Biotic's ear or the back of their head.

## Omni-tools

Omni-tools are multipurpose diagnostic and minifabricating tools used for a variety of battlefield tasks, such as hacking, decryption, or repair.

## Resources

### Containers

Containers are found on every planet and often hold valuable equipment and resources. Containers look like metal footlockers or cargo crates. You cannot place items in them.


### Omni-gel

Technological materials that can be salvaged from the environment are called omni-gel. Use it with the omni-tool to do electrical or decryption work. You can also use omni-gel to repair the Mako, your vehicle.

### Credits

Credits are the primary monetary unit in the Mass Effect universe.

### Medi-gel

Medi-gel (medical gel) heals various wounds and ailments. You acquire it through looting or NPCs (non-player characters). You can also purchase an increase in your medi-gel capacity in some shops. Press  to deploy First Aid.

## UNCHARTED WORLDS

### How to Navigate to an Uncharted World

Missions throughout the Attican Traverse take you to uncharted worlds with mysterious anomalies. To discover the nature of these anomalies, you must travel to, land on, and explore these planets.

From the Galaxy Map, select **Cluster Navigation**, **System Navigation**, and then **Planetary Landings**.

After landing on a planet, explore its terrain in your Mako, which comes equipped with powerful sensors that detect alien enemies, technological anomalies, and resources.

Use your Mission Computer map on an uncharted world to discover what is nearby. Press **A** to set a destination at your current cursor location, which then displays as an arrow on the in-game radar.

### How to Leave an Uncharted World

When you're ready to leave an uncharted world:

1. Press **START** to call up the Mission Computer, and then select **Map**.
2. Press **X** to return to the Normandy.



## VEHICLE

### Mako

The Mako is an infantry fighting vehicle (IFV), or rover. It carries you and your squad into battle, where it provides fire support and cover.

To get you and your squad into the Mako, select it, and then press **A**.

Move **L** to drive the Mako, and move **R** to rotate the view. Press **A** to jump-jet over rough terrain or dodge enemy fire.

Press **LT** to zoom the gun camera, **RB** to fire the cannon, and **RT** to fire the machine gun.

To leave the Mako, find safe, stable ground, and then press **B**. Be aware of the hazard level outside before departing, as you may only survive for a limited time in some hostile atmospheres.



The Vehicle HUD displays health and shield levels for squad members, and weapons and equipment status for the Mako.

## Mako Controller Mapping



### How to repair the Mako

You can spend omni-gel to repair the Mako in the field by pressing **Y**. Before doing so, however, you must stop the Mako, remain in it, and cease weapons fire.



## TALENTS

A talent is an area of expertise that can improve as you progress in the game. As you gain experience, you acquire Talent points that you can spend to improve aspects of your character.

The talents available to you and your squad are determined by the class selected in Character Creation. At activation phases, marked with icons on the talent, you unlock new abilities or other talents on the Squad screen.

### Combat Talents



**Pistols** – Improves accuracy and damage when wielding pistols. Activates the Marksman ability that lets you fire more quickly and accurately for a short time.

**Shotgun** – Improves accuracy and damage when wielding shotguns. Activates the Carnage ability that lets you fire a huge blast from your shotgun that damages enemies.

**Assault Rifles** – Improves accuracy and damage when wielding assault rifles. Activates the Overkill ability that lets you fire your weapon in longer, more accurate bursts.

**Sniper Rifles** – Improves accuracy and damage when wielding sniper rifles. Activates the Assassination ability that increases the damage of your next sniper shot.

**Armor** – Improves the amount of damage your armor can absorb and may allow you to equip heavier armor, depending on your class. Activates the Shield Boost ability that restores your shields in combat.

**Assault Training** – Increases melee and weapons damage. Activates the Adrenaline Burst ability that resets the cooldown times on all your talents so that they can be used immediately.

**Fitness** – Boosts your health, upping the maximum damage you can take before dying. Activates the Immunity ability that increases your damage protection for a short period of time.

**Spectre Training** – Increases health, accuracy, and the effectiveness of all attacks and powers. Grants the Unity ability that lets you revive your squad members if they are injured in combat.

## Tech Talents



**Damping** – Increases the explosion radius of your tech mines. It activates the Damping Field, which suppresses enemies' tech and biotic abilities in combat.

**Decryption** – Lets you spend omni-gel to override security systems to open doors or containers. Ultimately, it activates Sabotage, which quickly disables enemy weapons in combat.

**Hacking** – Increases the recharge speed of your tech proximity mines. Ultimately, it activates AI (artificial intelligence) Hacking abilities, which let you control the AI of robotic enemies so they attack everyone around them, including each other.

**Electronics** – Increases shield strength and lets you bypass the security systems of some locked objects. It also activates use of Overload, which damages or disables enemy shields in combat.

## Biotic Talents



**Throw** – Generates a biotic field that throws objects within range.

**Lift** – Generates a biotic field that lifts objects into the air.

**Warp** – Generates a biotic field that slowly tears apart any object it hits, doing damage and temporarily reducing armor effectiveness.

**Singularity** – Generates a biotic field that causes objects to fly and violently smash into each other.

**Barrier** – Generates a biotic field that absorbs weapons fire.

**Stasis** – Generates a biotic field that surrounds and isolates any object it touches, preventing enemies from moving or attacking, but also blocking you from dealing them damage.

## Additional Talents

**Charm** – Increases Charm options in conversation, and decreases the credits needed when purchasing items in stores.

**Intimidate** – Increases Intimidate options in conversation, and increases credits gained when selling items in stores.

## Class Talents

Certain talents are inherent to each character class:

**Soldier** – Improves health and health regeneration.

**Engineer** – Reduces recharge time of tech abilities and increases tech resistance.

**Adept** – Reduces recharge time of biotic abilities and increases biotic resistance.

**Infiltrator** – Increases damage delivered by tech mines and reduces overheating of sniper rifles and pistols.

**Sentinel** – Reduces recharge time of tech and biotic abilities, increases damage and accuracy of pistols, and grants Marksman ability.




**Vanguard** – Increases biotic resistance and damage of shotguns and pistols.

## Talent Upgrade

You and your squad members have a list of talents representing each character's capabilities, strengths, and training. By spending Talent points on these, certain aspects of the character become stronger and eventually open up new attacks, buffs, proficiencies, and skills.

## Talent Points

Use your Talent points to purchase higher ranks.

Press  to go to the Mission Computer, and then choose **Squad**. Use  to select a talent, and then press  to spend a Talent point to increase your rank by one.

## Specialization

Specialization boosts class-specific talents. After completing an optional Systems Alliance Military assignment, choose a specialization for your character, increasing the maximum Talent points you can spend on class-specific talents.

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A very special thanks to our families and friends, whose patience and support helped us reach for the stars.

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Daland Davis, Dan Cawdrey, Dave Luehman, David C. Holmes, David Hufford, Frank Pape, Greg B. Jones, Jeff Bell, Jo Clowes, Joyce Hwang, Kevin Browne, Melissa Gruenstein, Mike Fischer, Peter Moore, Phil Spencer, Phil Teschner, Randy Blum, Raja Subramoni, Rick Lockyear, Robert Dekker, Shane Kim, Steve Beinmer, Tara Brannigan, Tobin Buttram, and Edmonton Tourism / Edmonton Economic Development Corporation.

See the in-game credits for a complete list of Mass Effect team members.

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