CONTROLLER MAPPING

Mission Computer

Grenade

Fire Weapon

Zoom

Use Favorite Power
(hold to use Power
Wheel)

Toggle Last
Weapon
(hold to use
Weapon
Wheel)

First Aid

Draw Weapon

Holster Weapon

Move

Activate/Interact/
Storm

Look (click to increase zoom)

Move

Rally

Target

Take Cover

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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.

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. (Go to "Talents" on page 24 to learn more.)

Use 🕹 to point to your response, and then press Ⓐ 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 Ⓧ 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 Ⓐ 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. (Go to "Squad Data" on page 19 to learn more.)

New Mission Computer entry
XP gained
Total XP
Mini-map

Mission Computer

Press ![START] 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 Ⓧ. To holster your weapon, press Ⓑ.

To switch the weapon of any squad member, press and hold ![LB] to browse available weapons. Use 🕹 to point to your choice, and then press Ⓐ 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 🕹 to highlight it, and then press Ⓐ to select. Each squad member can have a single ability activated when in this view.

(Go to "Combat Details" on page 12 to learn more.)

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 Ⓨ on the Squad screen to automatically distribute Talent points.

After spending Talent points, you can press Ⓧ 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 Ⓐ to travel to any selected location. Press Ⓧ to zoom out from your current view. Press Ⓑ 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.
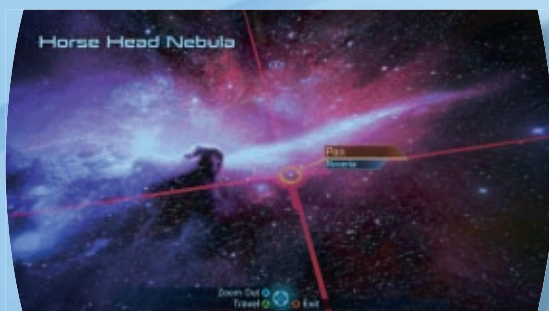
System Level

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.

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 Ⓐ.

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

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

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

Use Ⓡ 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 ◀BACK to throw a grenade, and then press ◀BACK 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 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 Ⓧ to view the Upgrade screen.

To upgrade ammo, select the applicable weapon, and then press ◌ to view the ammo upgrade. Press Ⓐ 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 minifacturing 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.

Squad Member Information

Select **Squad** on the Mission Computer to display information available on each squad member. The information includes:

1. Name
2. Class
3. Appearance
4. Paragon and Renegade meters (Shepard only)
5. XP and level
6. Health
7. Unlocked talent
8. Locked talent
9. Talent description
10. Unspent Talent points

Current level

As you gain experience, your current level reflects your advancement.

Whenever you gain enough experience to advance to a new level, you are granted Talent points that you can spend to purchase higher ranks or additional talents.

Health

Lists your current and maximum health levels. Health represents your ability to take damage in combat. When your health hits zero, you die. Your maximum health increases as you advance during gameplay.

Experience points

Lists your current XP (experience points) and the total needed to advance to the next level.

Paragon and Renegade meters

These meters track your choices throughout gameplay.

The Paragon meter increases when your choices are noble, cooperative, or self-sacrificing. Paragons achieve their goals by doing the right thing in the right way.

The Renegade meter increases when your choices are aggressive, selfish, or ruthless. Renegades achieve their goals by any means necessary.

Talents

Assigning points to talents lets you improve combat, tech, and biotics, as well as activate special abilities under each talent.

You and your squad can upgrade talents in the same way. (Go to "Talents" on page 24 to learn more.)

Squad Selection

Use the Squad Selection screen to recruit a balanced squad based on the combat, tech, and biotics talents of each potential squad member.

Press 🄻 or 🅁 to move among available squad members. Press Ⓧ to remove or add a squad member. Press Ⓨ at any time to review your squad. Press Ⓐ to accept assembled squad.

You can only choose squad members in two circumstances:

■ When you first encounter a new potential squad member.

■ When leaving the Normandy, where you can return to change squad members.

Choose your squad with care: when you leave the Normandy, you may not have an opportunity to change them until you can return.

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 Ⓐ 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 Ⓧ to return to the Normandy.

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 Ⓐ.

Move Ⓛ to drive the Mako, and move Ⓡ to rotate the view. Press Ⓐ 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 Ⓑ. 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

Mission Computer
Machine Gun
Cannon
Repair
Return to Normandy (from the map)
Exit Mako
Turret View
Throttle
Move Camera (Click to Zoom while in Turret View)
Jump Jets

How to repair the Mako

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

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 ▶ (START) 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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BioWare

Project Director
Casey Hudson

Lead Designer
Preston Watamaniuk

Lead Writer
Drew Karpyshyn

Art Director
Derek Watts

Lead Programmer
David Falkner

Executive Producers
Ray Muzyka (CEO)
Greg Zeschuk (President)

Animators
Jonathan Cooper – Lead
Cristian Enciso
Chris Hale
Ben Hindle
Mark How
Rick Li
Marc-Antoine Matton
Kees Rijnen
Dave Wilkinson

Cinematics Animators
Shane Welbourn – Lead
Tony de Waal
Nick DiLiberto
Mike Higgins
Ryan Kemp
Brad Kinley
Colin Knueppel
Pasquale LaMontagna
Parrish Ley
Greg Lidstone
Joel MacMillan
Sherridon Routley

Director, Animation & Cinematics Dept.
Steve Gilmour

Character Artists
Mike Spalding – Lead
Tim Appleby
Matt Charlesworth
Francis Lacuna
Ryan Lim
Steve Runham
Sean Smalles
Jaemus Wurzbach

Concept Artists
Fran Gaulin
Sung Kim
Matthew Rhodes

GUI Artist
Nelson Housden

Level Artists
Mike Trottier – Lead

Don Arceta
Kally Chow
Tristan Clarysse
Nolan Cunningham
Boali Dashtestani
Michael Jeffrey
Noel Lukasewich
Chris Ryzebol
Marcel Silva
Mike Smith
Jason Spykerman
Neil Valeriano
Gina Welbourn

Technical Artists
Adrien Cho – Lead
Brian Chung
Jeff Vanelle

Visual Effects Artists
Shareef Shanawany – Lead
Alim Chaarani
Trevor Gilday
Andrew Melnychuk-Oseen
Ryan Rosanky
Jacky Xuan

Director, Art Dept.
Dave Hibbein

Audio Design
Steven Sim – Lead
Michael Kent – Associate Lead
Matt Besler
Vance Dylan
Michael Peter
Jeremie Voillot

Cinematic Systems Design
Brad Prince – Lead

Cinematics Designers
Ken Thain – Lead
Jonathan Epp
James Henley
Nathan Moller
Jonathan Perry
Armando Troisi

Systems Designers
Jason Attard
Jason Booth
Georg Zoeller

Technical Designers
Dusty Everman – Lead
Rick Burton
Keith Hayward
David Sitar
Peter Thomas
Keith Warner
John Winski

Writers
Luke Kristjanson
Chris L'Etoile
Mac Walters
Patrick Weekes

Editor
Cookie Everman

Director, Design Dept.
Kevin Barrett

Project Managers
Yanick Roy – Lead
Corey Andruko

Asst. Producers
Steve Lam
Nathan Plewes

VO & External Resources Producer
Shauna Perry

Asst. External Resources Producers
Teresa Cotesta
Melanie Fleming

Localization Project Manager
John Campbell

Director, Production Dept.
Duane Webb

Lead Tools Programmer
Darren Wong

Programmers
Marc Audy
Robert Babiak
Noel Borstad
Skye Boyes ●
Jason Ewasiuk
Dan Fessenden
Prashan Gunasingam
Dan Hein
Brenon Holmes
Ryan Hoyle
Mark Jaskiewicz
Oliver Jauncey
Don Moar
Daniel Morris
Christina Norman
Chris Orthner
Chris Ozeroff
Chris Petkau
Rejean Poirier
Shawn Potter
Zousar Shaker
Janice Thoms
Craig Welburn
John Wetmiller

Tools Programmers
Chris Christou
Andy Desplenter
Blake Grant
Carson Knittig
Stefan Lednicky
Chris Mihalick
Brent Scriver
Kris Tan
Jon Thompson
Ryan Warden
Tom Zaplachinski

Graphics Programmers
Jonathan Baldwin
Rob Krajcarski
Matt Peters

Audio Programmers
Marwan Audeh
Sophia Chan
Pat LaBine
Don Yakielashek

Asst. Director, Programming Dept.
Aaryn Flynn

QA Analysts
Scott Langevin – Lead
Bob McCabe – Design Lead
Kim Hansen – Tech Lead
Guillaume Bourbonnière
Billy Buskell
Derrick Collins
Mitchell T. Fujino
Ryan Loe
Brian Mills
Iain Stevens-Guille

QA Programmers
Alex Lucas
Jonathan Newton
Jay Zhou

QA Term Testers
Vanessa Alvarado
Zachery Blanchette
Reid Buckmaster
Chris Buzon
Chris Corfe
James Farmer
Andrew Gauthier
Darren Gilday
Stanley Hunt
Raymond Huot
Andrea Hussey
Thomas Jalbert
Chris Johnstone
Jack Lamden
Arone LeBray
Michael Liaw
Jonathan Pacholuk
Richard Poulin
Kyle Shewchuk
Ameet Thandi
Kevin Therrien
Malcom Tough
Thomas Trachimowich
Daniel Trottier
Tayce Wilson

Director, QA Dept.
Phillip DeRosa

Add'l Art
Sasha Beliaev
Ken Finlayson
Shane Hawco
Eric Poulin

Rion Swanson
Rob Sugama
Jillian Tamaki

Add'l Design
Rafael Brown
Charly Carlos
Eric Fagnan
Chris Hepler
Scott Horner
Mike Laidlaw
Paul Marino
Kevin Martens
Aidan Scanlan
Kris Schoneberg
Jay Turner

Add'l Programming
Chris Blackbourne
Howard Chung
Jordan Dubuc ●
Jan Goh
Michael Graves ●
Chris Johnson
Scott Meadows
James Redford
Sidney Tang
Julie West
Graham Wihlidal
Peter Woytiuk

Add'l Production
Alain Baxter

Add'l QA
Steven Deleeuw
Nathan Frederick
Curtis Knecht
Denny Letourneau
Vanessa Prinsen
Homan Sanale

Original Score, Composers
Jack Wall - Lead
Sam Hulick

Add'l Music
Richard Jacques
David Kates

Credit Music
m4 part II
Written and Performed by Faunts

VO Direction
Ginny McSwain
Caroline Livingstone
Chris Borders

Casting Services
Tikiman Productions, Inc.

VO Recorded at
Technicolor Interactive Services (Burbank)
Blackman Productions (Edmonton)

Add'l Dialogue Editing
Dave Chan

MASS EFFECT CAST

Steve Barr
Urdnot Wrex
Add'l voices

Kimberly Brooks
Ashley Williams

Keith David
Captain David Anderson

Seth Green
Jeff "Joker" Moreau

Jennifer Hale
Commander Shepard (Female)
Add'l voices

Lance Henriksen
Admiral Steven Hackett

Ali Hillis
Liara T'Soni

Brandon Keener
Garrus Vakarian

Mark Meer
Commander Shepard (Male)
Add'l voices

Marina Sirtis
Matriarch Benezia

Liz Sroka
Tali'Zorah nar Rayya
Add'l voices

Raphael Sbarge
Kaidan Alenko

Fred Tatasciore
Saren

Additional Voices
Leigh Allyn Baker
April Banigan
Wendy Braun

Scott Bullock
Andy Chanley
Cam Clarke
Townsend Coleman
Tim Conlon
Marianne Copithorne
Belinda Cornish
Josh Dean
Grey Delisle
Charles Dennis
Robin Atkin Downes
Alastair Duncan
Chris Edgerly
Jeannie Elias
Gideon Emery
Dannah Feinglass
Brian George
Kim Mai Guest
Jeff Haslam
Roger L. Jackson
Peter Jessop
John Kirkpatrick
Lex Lang
Matthew Levin
David Ley
Anndi McAfee
Kim McCaw
Gord Marriott
Erin Matthews
Diane Michelle
Jeff Page
Chris Postle
Bill Ratner
Neil Ross
Dwight Schultz
Carolyn Seymour
David Shaughnessy
Armin Shimerman
Jane Singer Jan
Alexandra Smith
Kath Soucie
Steve Staley
Stephen Stanton

April Stewart
Cree Summer
Keith Szarabajka
George Szilagyi
Mari Weiss
Gary Anthony Williams
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Gwendoline Yeo
Rick Zieff

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Giant Studios

3D Scans
3D Eyetronics

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Web
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Richard Iwaniuk

Manager of Administrative Services
Jo-Marie Langkow

Finance/Payroll
Lori Burkosky
Janice Cardinal
Todd Derechey
Nils Kuhnert
Sharon Pate
Treena Rees

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Derek Sidebottom

Human Resources
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Ellen Cunningham
Mark Kluchky
Leanne Korotash
Angela Pappas

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Information Systems - Desktop
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Finance/Payroll
Lori Burkosky
Janice Cardinal
Todd Derechey
Nils Kuhnert
Sharon Pate
Treena Rees

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VP of Technology and Production Advisor
David O'Connor

Assistant/Reception
Lynette Farriot

Business Development
Mark Spenner

Finance
Jim Johnson
Kerman Lau

Human Resources
Roberta Riga

Information Systems
Chad Billingsley

Legal
CJ Prober

Marketing
Jillian Goldberg
Dave Rosen

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William Hodge

Lead Design Directors
Chris Esaki
Thomas Zuccotti

Sr Design Director
Josh Atkins

Add'l Design
Stephen McLaughlin ◯

ART

Art Director
Jonas Norberg

Sr Art Director
Kevin Brown

Director of Art
Kiki Wolfkill

Add'l Art
Doug McBride
Michael Cahill
Jeff McCrory
Ryan Wilkerson

Video Editor
Curtis Neal

Asst Video Editors
Aaron Bear
Colin McLoughlin

AUDIO

Audio Design Manager
Ken Kato

Sound Designer
Keith Sjoquist

Sr Audio Director
Guy Whitmore

TEST

Test Manager
Kyle Shannon

Core Test Team
Brandon Anthony ◯
Brett Dupree ◯
Tim Duzmal
Carolyn Gold
Greg Hjertager
Jeff Kafer
Peter Kugler
Matt Shimabuku
Sarah Stewart
John Thomas ◯
Randy Wood
Brian Yu

SDE Team
Mark Amos

Matthew Call
Eric Lee
Justin McBride
Dan Price
Brant Schweigert

Reserves Team Leads
Craig Marshall
Mark McAllister

Reserves Testers
Adam Wojewidka ◯
Alex Gray ●
Amanda Robinson ◯
Bob Mowery ●
Brandon McCurry ●
Brandt Massman ◯
Brian Noonan ◯
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Cahlen Lee ◯
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Tyler Johnston ◯
Wade Davis ◯
Will Timmins ◯

USER RESEARCH

User Research Lead
Kevin Keeker

Add'l User Research
Ramon Romero
Drew Voegele
John P. Davis

USER EXPERIENCE

UX Manager
Laura Hamilton

Doc Design Manager
JoAnne Williams

Grp UX Manager
Matt Whiting

LOCALIZATION

Microsoft Ireland Team

Program Manager
John Byrne

Test Leads
Alan Davis
John O'Sullivan

Lead Tester
Brian Fox

Audio Lead
Steve Belton

Post-Production Asst
Terry McManus

Engineer
Jean-Philippe Chassagne
Julien Chergui

Documentation
Ben Cahill

Translation (German)
Marianne Marcel ●

Keywords International Ltd.

Testing Manager
Paul Vigneron

Team Lead
Nicolas Hermant

Keywords Italian Team
Emanuele Guidetti
Raffaele La Gala
Camilla Miliacca
Claudio Perazzo

Keywords German Team
Patrick Lampert
Jürgen Röder
Manuel Tants
Achim Unland

Keywords French Team
Julien Bourgeat
Jean-Philippe Mathieu
Benoît de Ruyter
François Tarrida

Keywords Polish Team
Magdalena Cakala
Adam Dawidziuk
Tomasz Krupa
Tomasz Wilczek

Keywords Spanish Team
Sergio Sampalo Álvarez
Julián Cid Bautista
José María Parrondo Martín
Aurora Cano Ubiña

Loc Audio VO Prod.
ExeQuo France

Sr Project Manager
Guillaume Capitan

Microsoft Taiwan Team

Program Manager
Robert Lin

Test Lead
Aha Chiu

Localization PM
Eva Lin

Microsoft Korea Team

Program Manager
Jae Youn Kim

Test Lead
Jee Hoon Oh

Localization PM
Kyoung Han Yoon

LEGAL / BUSINESS DEVELOPMENT

Grp Business Manager
Nick Dimitrov

Director of Business Management
Todd Stevens

Sr Director Business Dev'mt
Frank Pape

Attorney
Don McGowan

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Grp Product Manager
Dan Amdur

Director of Global Product Marketing
Craig Davison

Visual Brand ID
Justin Kirby
Henry Liu
Aaron Travis

Advertising
Ryan Crosby
Aaron Elliot
Taylor Smith

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Genevieve Waldman

Business Administrator
Muffy Bryan

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Relja Markovic

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Eric Simonich

Art Director
Tim Dean

Audio Director
Caesar Filori

Test Leads
Shane White
Chris Liu

User Research Lead
Tim Nichols

UX Lead / Writer
John Sutherland

Editor
Heidi Hendricks

Doc Design Lead
Chris Lassen

Designer
Carol Walter ◯

Int'l Project Manager
Lief Thompson

Business Dev'mt
Bill Wagner

Global Product Manager
Adam Kovach

Global PR Manager
Rob Semsey

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Shannon Loftis

Producers
Leon Pryor
Sam Charchian
Peter Connelly
Gordon Hee
Ravi Mehta

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Brian Stone

Director of Dev't
Tony Cox

Add'l Dev't
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Greg Hermann
Tom Holmes
Chuck Noble
Kutta Srinivasan

XNA GPX
Marwan Jubran
Mike Ruete
Aleks Gershaft
Jon Yip
Jon Burns

CUSTOMER SERVICE NUMBERS

	PSS*	TTY**
Australia	1 800 555 741	1 800 555 743
Österreich	0800 281 360	0800 281 361
Belgique/België/Belgien	0800 7 9790	0800 7 9791
Česká Republika	800 142365	
Danmark	80 88 40 97	80 88 40 98
Suomi/Finland	0800 1 19424	0800 1 19425
France	0800 91 52 74	0800 91 54 10
Deutschland	0800 181 2968	0800 181 2975
Ελλάδα	00800 44 12 8732	00800 44 12 8733
Magyarország	06 80 018590	
Ireland	1 800 509 186	1 800 509 197
Italia	800 787614	800 787615
Nederland	0800 023 3894	0800 023 3895
New Zealand	0508 555 592	0508 555 594
Norge	800 14174	800 14175
Polska	00 800 4411796	
Portugal	800 844 059	800 844 060
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España	900 94 8952	900 94 8953
Slovensko	0800 004 557	
Sverige	020 79 1133	020 79 1134
Schweiz/Suisse/Svizzera	0800 83 6667	0800 83 6668
South Africa	0800 991550	
UK	0800 587 1102	0800 587 1103

*PSS – Product Support Services; Produkt-Supportservices; Services de Support Technique; Produktsupporttjenester; Tuotetuki; Produktsupport; Υπηρεσία υποστήριξης πελατών; Supporto tecnico; Serviço de Apoio a Clientes; Servicio de soporte técnico; Serviços de Suporte ao Produto; Služby podpory produktu; Dział wsparcia technicznego produktu; Műszaki terméktámogatás; Služby produktovej podpory; Службы поддержки продуктов.

**TTY –Text Telephone; Texttelefon; Service de télécommunications pour les malentendants; Teksttelefoon; Teksttelefon; Tekstipuhelin; Τηλέφωνο κειμένου; Texttelefon; Trasmissione telefonica di testo; Linha especial para dispositivos TTD (telecomunicações para deficientes auditivos); Teléfono de texto.

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