

## Table of Contents

<b>Introduction</b>	<b>2</b>
<b>Character Creation</b>	<b>3</b>
<b>Prologue</b>	<b>8</b>
<b>Citadel</b>	<b>13</b>
<b>The Normandy</b>	<b>18</b>
<b>Find Liara T'Soni</b>	<b>19</b>
<b>Feros</b>	<b>23</b>
<b>Noveria</b>	<b>24</b>
<b>Virmire</b>	<b>38</b>
<b>Return to the Citadel</b>	<b>39</b>
<b>Ilos</b>	<b>41</b>
<b>The Final Battle</b>	<b>45</b>
<b>Citadel Assignments</b>	<b>49</b>
<b>Galaxy Assignments</b>	<b>51</b>
<b>Feros Assignments</b>	<b>52</b>
<b>Noveria Assignments</b>	<b>54</b>
<b>Virmire Assignments</b>	<b>55</b>
<b>Crew Assignments</b>	<b>56</b>
<b>Collection Assignments</b>	<b>58</b>
<b>The Galaxy (includes maps)</b>	<b>63</b>
<b>Xbox 360 Achievements</b>	<b>93</b>

## SuperCheats.com's Unofficial Guide to

### Mass Effect

by Michael Monette



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## SuperCheats.com Unofficial Guide to Mass Effect



Mass Effect is an action role-playing game set in the distant future. The year is 2183 and mankind has attained the ability to travel at faster-than-light speeds (FTL). FTL travel has brought mankind into contact with a number of alien races from other systems. These races have already established a greater galactic community, and humanity must now find its place among them.

You are Commander Shepard of the Systems Alliance Military, and executive officer of the SSV Normandy. After a beacon built by an ancient race known as the 'Protheans' is discovered on the human colony of Eden Prime, Shepard and crew-accompanied by a turian Spectre named Nihlus-land on the planet; their mission being to recover the Prothean beacon. Unfortunately, the colony is under attack by the geth; a self-aware, synthetic race. The geths' interest in the Prothean beacon is puzzling, as is the betrayal by a turian Spectre named Saren. Something strange is afoot, and humanity must do its part to defend the galaxy.

The galaxy is monstrously huge, but luckily this guide is here to help you find your way. You'll find a complete walkthrough for the main storyline missions, as well as walkthroughs for each optional assignment that can be undertaken. There is also a listing of artifact and mineral locations, as well as an outline of the vast galaxy that you'll explore during your adventure.

Note: This walkthrough was written based on the NORMAL combat difficulty level. The only difference between difficulty levels are your enemies' stats, so they are tougher to take down and will deal more damage on higher difficulty. All strategies and instructions within still apply for playthroughs on higher difficulty levels, but enemy health estimations will be inaccurate.

## Character Creation

Selecting 'Start New Career' from the game start menu brings you to the character creation screen. At first you are given two options; you can choose to start with the pre-made Soldier character, John Shepard, or you can select 'Enter New ID' to create your own. Selecting the second option brings you to another screen where you must then select the gender of the new character. Character gender does not have a profound effect on the storyline or any on gameplay, so it all comes down to personal preference. The 'Quick-start Male' and 'Quick-start Female' options allow you to jump right in with a Soldier, an ideal class for beginners. Choosing a Quick-start character limits you in terms of customization, only allowing you to change your character's first name.

By selecting either the 'Custom Male' or 'Custom Female' option you are able to customize your character to its full extent. You can change the character's first name, Pre-service History, Psychological Profile, Military Specialization and Appearance. Your character's last name is Shepard and cannot be changed due to Mass Effect's spoken dialogue.

The Pre-service history and Psychological Profile options that are selected affect your character's morality, as outlined below.

### Pre-service History

The Pre-service History that you choose for your character will affect not only certain dialogue sequences, but also the amount of morality points he or she receives when an amount is given. It would be best to decide which type of character you would like to play-either Renegade or Paragon-before you begin and make your choice that way.

Note that there are a few Pre-service History-specific assignments.

#### Spacer

'Both of your parents were in the Alliance military. Your childhood was spent on ships and stations as they transferred from posting to posting, never staying in one location for more than a few years. Following in your parents' footsteps, you enlisted at the age of eighteen.'

Selecting the Spacer Pre-service History for your character gives him or her a point bonus when receiving Paragon morality points.

#### Colonist

'You were born and raised on Mindoir, a small border colony in the Attican Traverse. When you were sixteen slavers raided Mindoir, slaughtering your family and friends. You were saved by a passing Alliance patrol, and you enlisted with the military a few years later.'

Selecting the Colonist Pre-service History for your character gives him or her partial point bonus when receiving Paragon or Renegade morality points.

#### Earthborn

'You were an orphan raised on the streets of the great megatropolises covering Earth. You escaped the life of petty crime and underworld gangs by enlisting with the Alliance military when you turned eighteen.'

Selecting the Earthborn Pre-service History for your character gives him or her a point bonus when receiving Renegade morality points.

### Psychological Profile

As with your character's Pre-service History, the Psychological Profile that you select will affect some dialogue as well as your character's morality. It would be best to decide which type of character you wish to play, and then matching his or her Psychological Profile up with the Pre-service history that yields the same morality's point bonus

(ex., Spacer and War Hero for a Paragon or Earthborn and Ruthless for a Renegade).

#### **Sole Survivor**

'During your service, a mission you were on went horribly wrong. Trapped in an extreme survival situation, you had to overcome physical torments and psychological stresses that would have broken most people. You survived while all those around you fell, and now you alone are left to tell the tale.'

Selecting the Sole Survivor Psychological Profile gives your character a partial point bonus when receiving Paragon or Renegade morality points.

#### **War Hero**

'Early in your military career you found yourself facing an overwhelming enemy force. You risked your own life to save your fellow soldiers and defeat the enemy despite the impossible odds. Your bravery and heroism have earned you medals and recognition from the Alliance fleet.'

Selecting the War Hero Psychological Profile gives your character a point bonus when receiving Paragon morality points.

#### **Ruthless**

'Throughout your military career, you have held fast to one basic rule; get the job done. You've been called cold, calculating, and brutal. Your reputation for ruthless efficiency makes your fellow soldiers wary of you. But when failure is not an option, the military always goes to you first.'

Selecting the Ruthless Psychological Profile gives your character a point bonus when receiving Renegade morality points.

### **Military Specialization**

The most important choice you have to make during your character creation venture is that of your character's Military Specialization. 'Class' may be a more familiar term if you have played an RPG before. The class that you select will greatly influence how you experience Mass Effect. For example, someone playing as an Adept or Sentinel will have a vastly different gameplay experience than a player who is playing as a Soldier or Infiltrator. Each of the six classes have their own strengths and weaknesses in three different fields: Combat, Tech and Biotics.

Each class is briefly outlined below. If you are unsure of which one to select, your best bet would be to start as a Soldier, as it is the easiest class to use and therefore best suited for the beginner.

#### **Soldier**

'Soldiers are combat specialists ideal for the front lines of a firefight. Soldiers get improved health, can train in the use of all weapon types, start with the ability to use medium armor, and can specialize in heavy armour.'

Strength: Combat

Weakness: Tech and Biotics

Starting Talents:

Pistols

Assault Rifles

Combat Armor

Assault Training

Unlockable Talents:

Shotguns - Four points in Pistol talent.

Sniper Rifles - Seven points in Assault Rifle talent.

First Aid - Six points in Combat Armor talent.

Fitness - Five points in Assault Training talent.

**Engineer**

'Engineers are tech specialists. Using the holographic omni-tool, they can decrypt security systems, repair or modify technical equipment, disrupt enemy weapons or shields, and heal their squad. Engineers can only use light armour, and can only receive weapons training with pistols.'

Strength: Tech

Weakness: Combat and Biotics

Starting Talents:

Pistols

Decryption

Electronics

First Aid

Engineer

Unlockable Talents:

Basic Armor - Six points in Pistol talent.

Hacking - Seven points in Decryption talent.

Damping - Four points in Electronic talent.

Medicine - Five points in First Aid talent.

**Adept**

'Adepts are biotic specialists. Through upgradeable implants they can use biotic powers to lift or throw objects, shield the squad and disable or destroy enemies. Adepts can only use light armor, and can only receive weapons training with pistols.'

Strength: Biotics

Weakness: Combat and Tech

Starting Talents:

Basic Armor

Throw

Warp

Barrier

Adept

Unlockable Talents:

Pistols - Five points in Basic Armor talent.

Lift - Six points in Throw talent.

Singularity - Seven points in Warp talent.

Stasis - Four points in Barrier talent.

**Infiltrator**

Infiltrators combine combat and tech abilities to specialize in killing or disabling enemies at long range. Infiltrators are trained to use omni-tools, focusing on decryption and offensive abilities rather than healing. They can use pistols or sniper rifles and medium armour.'

Strength: Combat and Tech

Weakness: Biotics

Starting Talents:

Pistol

Tactical Armor

Electronics

Decryption

## Infiltrator

### Unlockable Talents:

Sniper Rifles - Five points in Pistol talent.

Fitness - Six points in Tactical Armor talent.

Damping - Four points in Electronics talent.

First Aid - Seven points in Decryption talent.

## Sentinel

'Sentinels combine biotic and tech abilities. Typically they use biotic abilities and advance healing skills to defend allies, though they can also disrupt opponents with biotic or tech attacks. They are more efficient at tech and biotics than other classes, but at the expense of combat. Sentinels can only use light armour, and receive no advanced weapon training.'

Strength: Biotics and Tech.

Weakness: Combat

### Starting Talents:

Throw

Barrier

Decryption

First Aid

Sentinel

### Unlockable Talents:

Lift - Seven points in Throw talent.

Stasis - Six points in Barrier talent.

Electronics - Four points in Decryption talent.

Medicine - Five points in First Aid talent.

## Vanguard

'Vanguards are biotic warriors. They combine biotics and weapons to take down opponents, and are especially deadly at short range. They use pistols and shotguns, and can specialize in medium armour.'

Strength: Combat and Biotics.

Weakness: Tech

### Starting Talents:

Pistols

Assault Training

Throw

Warp

Vanguard

### Unlockable Talents:

Shotguns - Six points in Pistol talent.

Tactical Armor - Five points in Assault Training talent.

Lift - Seven points in Throw talent.

Barrier - Four points in Warp talent.

## Appearance and Combat Difficulty

Once you have selected a class for your character, you are then presented with the option of changing his or her appearance. You can select one of the preset faces by using the 'Cycle Presets' option, or you can shape your character's appearance yourself using the sliders in the submenus. Be sure that you are completely happy with your

character's appearance before you hit Finalize, as there is no way to make any changes once in-game.

After hitting Finalize, you are then asked to confirm your selections. Look over the character summary to ensure that everything is in order. You can tweak the Gameplay options once your character has been created, including the Combat Difficulty option. The difficulty level that you select affects the level of the Minions, Sub-bosses and Bosses that you will encounter during your adventure.

Casual, Normal, and Veteran are unlocked from the beginning, but two more difficulties can be unlocked by first completing the game on any difficulty level to unlock Hardcore, and then completing the game on Hardcore to unlock Insane. But don't worry about that, selecting Normal is probably your best bet. You can move on to harder difficulty levels with subsequent playthroughs.

**Casual:** The combat levels of Minions, Sub-bosses and Bosses are scaled down based on player level. Most enemies have no special protection or immunities.

**Normal:** The combat levels of Minions and Sub-bosses are scaled based on player level, but Bosses are scaled up based on the player level. Some enemies have special protection.

**Veteran:** The combat levels of Minions are scaled down based on player level while Sub-bosses and Bosses are scaled up. Most enemies have special protection.

**Hardcore:** Unlocked by completing the game once on any difficulty level. Most enemies are scaled up based on the player's level. All enemies have protection, and Bosses have immunities.

**Insane:** Unlocked by completing the game on Hardcore without changing the difficulty level.

Auto Level-Up should remain off, as it is more beneficial to allocate the points between talents yourself rather than having them automatically assigned to various talents. By manually leveling Shepard's allies you can tailor them to compliment Shepard's class. Tinker with the remaining options and then hit the A button to continue. Keep in mind, these options can be changed once in-game.



## Prologue

### On The Normandy

After the opening cutscene you discover that a turian Spectre by the name of Nihlus has been sent by the Council to oversee the mission taking place on Eden Prime. As Joker questions Nihlus' presence, you are presented with your first dialogue option. Generally the top-right dialogue choice on the conversation wheel is a Paragon response, the middle-right choice a neutral one and the bottom-right choice a Renegade response.

The conversation choices you make during conversations may yield Paragon or Renegade points. If you're striving towards a particular one, choose the top-right or bottom-right choices on the conversation wheel accordingly. In this case, you would receive a small amount of Paragon points by agreeing with Joker, or a small amount of Renegade points for chastising your crewmembers. Choices on the left side of the wheel usually further the conversation, while the choices on the right push the conversation towards its conclusion.

### Objective: Speak to the Captain

Captain Anderson wants to see you in the Normandy's comm. room. The comm room is located at the other end of the Normandy, so follow the walkway behind Joker and Kaiden until you reach the comm room door. Speak to Corporal Jenkins and Doctor Chakwas before entering the comm room and select the Paragon or Renegade choices on the conversation wheel to receive a small number of morality points. You find Nihlus waiting for you upon entering the comm room. Work your way through the dialogue tree and watch the events that unfold.



Nihlus



Comm. Room Meeting

## Find the Beacon

### Objective: Head to the Dig Site

Your mission is to find and secure the Prothean beacon on Eden Prime. You are joined by crewmembers Kaiden Alenko and Richard Jenkins. Your first task is getting to the Dig Site. Placing a Destination flag on the map can help you get there. To do this, first press the Start button to call up the Mission Computer. On the Mission Computer screen, select the 'Map' option from the choices on the right. Move your cursor over to the 'Dig Site' text and press the A button to set the Destination flag there. Exit out of the Mission Computer and look to the radar on the bottom-right side of the screen. Notice how an arrow is now visible on the radar that points towards the flag you have placed.

As you move towards the Dig Site, a few geth recon drones appear and proceed to gun down Jenkins. This is an unavoidable event, so select one of the conversation choices from the wheel to receive Paragon or Renegade points and move on. The recon drones themselves are easy enough to destroy; simply shoot them down with your pistol or other weapon. When you level up for the first time, select the 'Squad' option on the Mission Computer screen. From

here you can distribute the points earned between the various talents available to your character and squad members. The talents available depend on character class. For more information on character classes, check out the 'Military Specialization' section under 'Character Creation.'



Geth Recon Drones



Jenkins

Continue moving towards the Dig Site and eventually you will meet up with a human soldier named Ashley Williams. Ashley joins Shepard's squad after a short chat. A small number of geth can be found just before your destination. Take cover behind the rock as instructed and take them out while safely behind cover. This particular variant of geth is easy to destroy, but rest assured that more powerful geth will popup along the way. When the coast is clear, approach the Dig Site and press the A button to investigate.



Geth



Ashley Williams

### Objective: Investigate Research Camp

There is a small camp beyond the Dig Site. Move up the sloping path behind the Dig Site to reach the battered camp. After a short cutscene a group of husks starts moving towards the squad. Do not let one get too close to you, as the husk's most damaging attack-a burst of electricity-can cause some severe damage at close range. If one does manage to get close enough, run right up to it and press RT to perform a melee attack which can knock the husk down. While its on the ground, you can then melee the husk or unload your weapon into it to deplete its health bar.



Husk

Once the husks have been dealt with, look around for a shelter with a locked door. To unlock this door, approach it and press the A button to start the Decryption mini-game. You must press the buttons that flash onscreen in a timely manner. If you press an incorrect button or do not press the correct button fast enough, the door cannot be unlocked unless you have enough Omni-gel. It is unlikely that you have collected enough Omni-gel thus far, but if you have picked up any equipment that you know will not be of use to you, enter the Equipment screen from the Mission Computer, highlight the equipment that you wish to dispose of, and press the Y button to receive four Omni-gel. You'll need about twenty to open this door. To avoid the hassle it would be a good idea to save your game before attempting this, though unlocking this door is completely optional.



Manual Decryption



Omni-gel

Two doctors, Warren and Manuel, can be found inside of the camper. There isn't much they can tell you, but you can earn a fair number of Renegade points by selecting the 'Assistant' topic under 'Investigate' and knocking Dr. Manuel out.



## Manuel

### Objective: Head to Spaceport

Your next destination is the Spaceport, located at the top of this map. Set a Destination flag near the 'Train Station' text on the map to make finding your way there easier. Remove the geth that surround the station and then investigate Nihlus' corpse. After a short conversation with a colonist named Powell, take out the geth along the walkway and move towards the cargo train. Among the geth troopers is a geth destroyer. Use your squad's abilities to weaken the destroyer before it gets too close, as its melee attack is quite brutal.

To use an ability first hold down the RB button, target the destroyer and then select a power from the wheel. Good powers to use against the destroyer are Overload, Sabotage, Warp, or weapon abilities (only while a weapon is out). You can command your squad members to use their powers on targeted enemies as well.



Geth Destroyer



Power Wheel

### Objective: Take the Train

Activate the Train Controls when you reach the end of the cargo train. There are four charges to disarm and you have four minutes to do so. The first Demolition Charge is to your left when you step off of the cargo train. Approach the charge and press the A button to begin disarming it. Once the first charge has been disarmed, head up the ramp to reach the walkway above. At the top of the ramp you can either cross to the western walkway or continue to follow the eastern walkway. Take the eastern walkway for the sake of following this walkthrough.



Demolition Charge

The western walkway is packed with geth, including a couple of shock troopers. Use your powers to weaken the shock troopers before they can get too close (ex., Overload, Assassination, etc.) or have your allies target them with



their Assault Rifles. To order your squad to attack an enemy, press right on the D-pad with that enemy targeted. The remaining charges are found along the second walkway; one at the top, one about halfway down and the last at the very end.

When you have disarmed the final charge, proceed through the opening at the top of the second walkway. Remove the geth and husks surrounding the Prothean Beacon, but don't investigate the beacon just yet. Take the time to open the locked containers and lockers in the area, as you might find some new equipment. Once you're all set, investigate the Prothean Beacon to activate a cutscene.



Prothean Beacon

### **Objective: Speak to Joker**

After the cutscene you find yourself back aboard the Normandy. Once you have regained control over Shepard, leave the medical ward and take the stairs up to the Normandy's command deck. You can speak with Doctor Chakwas, Ashley and/or Kaidan as you make your way to the bridge to gain some much needed experience. When you're ready, speak to Joker on the bridge to activate a cutscene and reach your next destination, the Citadel.

## Citadel

### Citadel: Expose Saren

#### Objective: Go to the Tower

When you gain control of Shepard, decrypt the Computer Console on the right side of Udina's office to add the 'Unusual Readings' assignment to your Journal. There are plenty of assignments to be completed at the Citadel, but it would be best not to worry about those for now. Concentrate on completing this mission first. Walkthroughs for all assignments can be found in the 'Optional Assignments' section of this guide.

Upon exiting the office, turn left and head down the stairs. Follow the 'X' on your radar to reach an Avina Terminal. You can learn more about the Citadel and its areas by interacting with this terminal. When ready, open up your map and place a Destination flag near the Transition below the 'Citadel Tower' text. Follow the arrow on your radar until you reach the elevator. Step into the elevator and ride it up to the Citadel Tower. After a short conversation with a turian named Garrus Vakarian, proceed up the stairs and speak with Captain Anderson to enter the Council Chamber.



Garrus Vakarian



Citadel Council

### Citadel: Garrus

#### Objective: Speak to Harkin

Your next task is to seek the turian C-Sec officer Garrus, as he had been working on an investigation on Saren and might be able to help. Harkin, a former C-Sec agent, may be able to tell you where Garrus can be found. You can find Harkin in Chora's Den, a small club in the Lower Wards. Approach the Citadel Rapid Transit terminal near the keeper and investigate. This console can be used to quickly reach a location in the Citadel that you have previously visited. Activate the console and select 'Wards Locations' from the wheel, then 'Chora's Den' to quickly travel there.



Rapid Transit Terminal

After stepping through the doorway you'll encounter two turian assassins. Crouch down behind the railing and attack them with a Sniper Rifle, use abilities, or get close enough to them out with another weapon. With the assassins out of the way, move towards the Chora's Den entrance and enter the club. Head to the back of the club to find Harkin sitting alone at a table. Harkin points you towards the Med Clinic in the Upper Wards.



Assassin



Harkin

### Objective: Go to the Med Clinic

Leave Chora's Den and head back to the other end of the walkway. Use the Rapid Transit terminal to reach the Med Clinic; it's under 'Wards Locations' on the wheel. Open the Med Clinic door to trigger a cutscene. You witness Dr. Michel being held by some thugs. Once Garrus offs the thug holding her, finish off those remaining and then speak to the turian. During the conversation, be sure to select the 'We could use him' option from the conversation wheel when talking about Wrex, as the krogan would definitely be an asset to the team.



Dr. Michel

### Citadel: Wrex

### Objective: Speak to Wrex

Wrex can be found at C-Sec Academy. Use a Rapid Transit terminal and travel to 'Wards Access' under 'Presidium Locations' on the wheel. From here, head south until you reach the arrows pointing towards the Embassies and C-Sec. Cross the bridge up ahead and go down the ramp on the right to reach the first floor of the Presidium. Move forward until you come to an elevator marked 'To C-Sec Academy.' Summon the elevator and ride it down to C-Sec.

Wrex is standing by the doorway to the right of the Docking Bay elevator. Wrex joins the crew after a short cutscene. As with Garrus, Wrex is a hybrid character, though his strengths are Biotics and Combat. Hybrid characters are

particularly useful because they can be built-up to suit almost any squad.



Wrex

### Citadel: Expose Saren

#### Objective: Take Down Fist

Fist is the owner of the Chora's Den club in the Lower Wards. Use a Rapid Transit terminal to reach Chora's Den and cross the walkway that leads to the bar. The thugs inside are ready for you. Don't just charge into the bar, as there is a krogan bouncer within who can make short work of your squad if you aren't careful. There are plenty of thugs, too, but they can be killed without too much hassle.



Chora's Den Raid

If you or one of your squad members has the Overload ability, lower the krogan's shields, and damage him with Sabotage, Warp, or a similar ability. If your character is trained with a Sniper Rifle, hang back outside of the bar and weaken the krogan with Assassination from a safe distance. Whatever you do, do not let the krogan get close to you, as his melee attack is absolutely brutal. You could also try to stick the krogan with a grenade, but doing so can be somewhat difficult. Don't be afraid to retreat if things start to get ugly.

[advert left] Head into the backroom once the initial area is clear. There are more thugs and a couple of warehouse workers through the proceeding hallway, so be careful. The workers can be persuaded to leave by using Charm or Intimidate if Shepard has enough talent points invested in either one of those talents. Scaring the warehouse workers away with Charm yields Paragon points, while scaring them away with Intimidate yields Renegade points. If the conversation wheel does not appear, it is because Shepard does not have a high enough Charm or Intimidate skill.





Warehouse Workers

Stand back when you meet Fist, as he raises two Defensive Turrets in an attempt to protect himself. The turrets can be destroyed with Overload, gunfire, and a couple of well-thrown grenades. With both turrets down, start attacking Fist. Use every abilities available to you to take him down; particularly helpful ones being Overload, Sabotage, Throw, and weapon abilities. When Fist's health bar has been depleted a cutscene is activated. You can kill Fist to receive Renegade points. If you have Wrex in your squad, he will off Fist himself.



Defensive Turret



Fist

### Objective: Save the Quarian

You have four minutes to rescue the quarian after speaking with Fist. The main room of Chora's Den has restocked with Thugs, so be cautious when charging in. Once the room is clear, sprint out of Chora's Den and to the opposite end of the walkway. Head up the steps near the Rapid Transit terminal and move towards the meeting place. After the cutscene, help the quarian kill the assassins.



Alleyway Fight



Tali

For saving her life, Tali'Zorah nar Rayya (or simply 'Tali') agrees to present the damning evidence against Saren to the Council. After some dialogue with Anderson and Udina, Tali joins the team. She is a very strong tech user and would fit nicely into your squad if Shepard is exclusively Biotic (Adept) or Combat (Soldier). Her First Aid, Electronics and Decryption talents are a must if Shepard or a second squad member does not have access to them.

**Objective: Return to the Tower**

Use a Rapid Transit terminal to quickly reach the Citadel Tower. Speak with Anderson to enter the Council Chamber. After the cutscene, Shepard joins the Spectre ranks as the first human Spectre! As a Spectre, the Spectre Training talent is available, and you'll also receive a bonus to the Charm and Intimidate talents. It would be wise to start investing points in Charm or Intimidate. Focus on only one of the persuasion talents, depending on whether you want your character to follow the Paragon path or the Renegade path.



Council Chamber

**Objective: Speak to the Ambassador**

Use a Rapid Transit terminal to reach C-Sec Academy, which is located under 'Wards Locations' on the wheel. If you take the eastern hallway down to the Requisition Office you can speak to the turian there and purchase or sell items. You should always check in with stores and purchase any items marked as 'Unique,' such as Grenade/Medi-gel upgrades or manufacturer licenses. When you are ready, take the elevator up to the Docking Bay and meet with Ambassador Udina. Once the cutscene is over... that's it for this mission.

**Mission Complete**

You can enter the Normandy and continue on with the storyline or you can hang back and complete some of the optional assignments found in the Citadel. Check out the 'Optional Assignments' section for help with those.

It would be best to decide on two squad members and stick with them throughout your adventure. This is especially important if you want to unlock some additional achievements along the way. To earn the Ally achievements you must play through the majority of the game with the squad member that corresponds to each achievement (ex., Garrus to unlock the 'Turian Ally' achievement).

If you decide to remain at the Citadel and complete the assignments there, decide on a squad now. To change your current squad, board the Normandy and then return to the Citadel. Upon leaving the ship you are prompted to select two squad members to accompany you.

## The Normandy

When you first board the Normandy you must speak to your new subordinates. Selecting the top-right or top-left options on the conversation wheel gives you Paragon points after the speech, while selecting the bottom-right or bottom-left choices yields Renegade points. After the speech has been made you are free to explore the Normandy and speak with the Normandy's crew one-on-one. Now would be a good time to familiarize yourself with the ship's layout.

### Ship Layout

The Command Deck is the top level of the Normandy; it contains the Bridge and Galaxy Map. Speak to Joker at on Bridge and ask him about his personal history to gain some XP. Go through the door in the northern corner of the Combat Information Center and head down the stairs to reach the ship's Quarters. Here you can speak with Kaiden, found working near the Sleeping Pods. The Medical Center is located by the Sleeping Pods; you can speak with Doctor Chakwas about her personal history to gain some XP and use the Aid Station to replenish your Medi-gel supply.

The Engineering section of the Normandy can be reached using the Quarters elevator. Here, Garrus can be found by Mako, Wrex near the squad lockers and Ashley across from there. The lockers in Engineering can be used to outfit your allies without actually being in the field. Each character has a locker assigned to them, and can be equipped with available equipment from your inventory if you open one of their lockers. Equipment can be purchased from the Alliance Requisition Officer; his stock is dependent on the manufacturer licenses you have purchased, so check in often. Tali can be found in the Engineering section which can be reached by going through one of the doors behind the elevator. Speak to Engineer Adams to learn more about the Normandy, which will earn you XP in the process.

To earn the 'Paramour' achievement you must complete one of the romance subplots. Doing so entails forming a relationship with a crewmember and choosing the correct dialogue choices while conversing with them. Male Shepard can form a relationship with Ashley Williams or Liara T'Soni, while female Shepard can form a relationship with Kaiden Alenko or Liara T'Soni. It's good practice to speak to each of your squad members after completing a storyline mission, since they will often have additional conversation points that can earn you XP and may lead to optional assignments. Speaking with the crewmembers that Shepard can form a relationship with develops the romance subplot which reaches its conclusion near the end of the game.

### Your Mission

With Spectre status you are free to explore the galaxy at your own pace. You may choose to complete some optional assignments that take you to uncharted worlds, or you may wish to follow the main storyline. As far as missions go, there should be three active ones in your Journal. These missions can be tackled in an order of your choosing.

## Find Liara T'Soni

### **Objective: Go to Artemis Tau**

Travel to the Knossos system in the Artemis Tau cluster and land on Therum. Open up your map and place a Destination flag near the "Refinery" text. You won't be able to head directly to the flag since there are mountains and lava between the Mako's drop point and the Refinery, but the flag should ensure that you are moving in the right direction. As you make your way to the Refinery, a geth dropship appears and leaves two armatures behind. Destroy the armatures with the Mako's cannon and continue down the trail.

You soon reach a gate flanked by two heavy turrets. As you drive towards the gate, look to your right for an opening in the mountainside. Turn into the opening and follow the curved path to its end to find yourself behind the gate. The Mako's cannon can make short work of the geth in this area, so start clearing them out. When the perimeter is clear of hostiles, exit the Mako and proceed through the doorway on the left side of the western-most gate. Move to the end of the walkway and use the gate control on the wall to raise the vehicle gate outside.



Gate



Gate Control

Return to the Mako and drive through the now raised gate. You'll encounter some geth armatures along the way and a geth colossus when you reach the tunnel entrance at the opposite end of the area. The geth colossus has quite a bit of health, and its projectiles can cause some serious damage to the Mako. First and foremost, use the Mako's cannons to remove the geth ground troops that surround the colossus. The colossus' slow moving projectiles are easy enough to avoid if you keep your distance. Drive the Mako around the colossus—firing the cannon as soon as it's ready—until the large geth falls.

Head down the tunnel and continue towards the ruins. There are two geth rocket troops stationed at the end of the tunnel, so be ready. After moving through a second tunnel, you soon reach a couple of boulders that the Mako cannot fit through, forcing you to exit the vehicle and travel the rest of the way on foot.



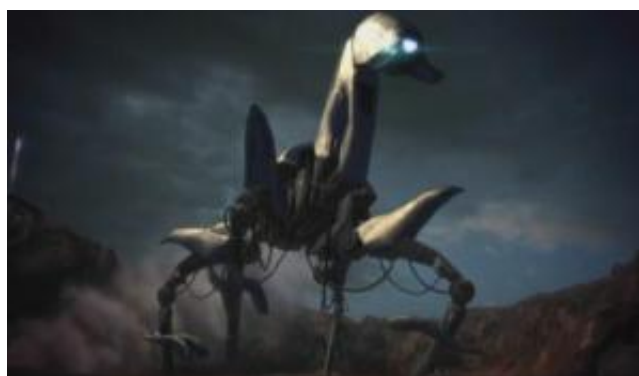
End of the Line

Start down the path that leads to the Mining Camp. This path is quite straightforward, so just follow it while taking out the geth you encounter along the way. Save your game when you can see the Mining Camp in the distance, as you'll be facing a tough enemy soon. A cutscene is triggered as you close in on the camp. Some geth troops, geth stalkers and an armature prevent you from entering the Prothean Ruins.

Immediately take cover behind one of the nearby crates once you gain control over Shepard to avoid taking fire from the stalkers. The geth stalkers move quickly, have the ability to climb on any surface, and use Sniper Rifles, making them decidedly deadly foes. Due to their wall climbing ability, the stalkers can climb up onto the nearby structure and get a bead on you even while you're behind cover. Move out of the way if you notice a laser sight pointing at you from up above to avoid taking serious damage. Avoid remaining out of cover for too long though, since one blast from that armature can do you in. Move behind the structure across from the ruins entrance if necessary; this way you can free roam, pick off the geth stalkers one by one, and avoid a fatal hit from the armature.



Geth



Geth Armature

When the geth troops and stalkers have been dealt with, take cover behind one of the crates and concentrate on the armature. Use Overload if useable by Shepard or a squad member to lower its shield. Remain behind cover and damage the armature with abilities and weaponry until it falls. With the geth destroyed, head up the ramp and enter the Prothean Ruins.



Prothean Ruins Entrance

Move down the catwalk, picking off any geth troops encountered along the way, and use the elevator at the catwalk's end to reach the lower section of the ruins. Destroy the geth assault drones that appear. Use the second elevator to reach the lower catwalk, and then drop down to the catwalk below. Here you find Liara T'Soni, trapped in some sort of field. Take the ramps down to the bottom level of the ruins. Destroy the geth down below and then



access the Mining Laser Controls up ahead. The override sequence is A, X, B, and Y. A tunnel is created below the catwalk once the correct override sequence has been entered. Move to the end of the tunnel and use the elevator to reach Liara's prison.



Liara T'Soni

Laser Mining Controls

When the elevator reaches the top, a krogan battlemaster accompanied by geth appears and demands that you hand Liara over. That's not going to happen, of course, so you but to fight him. Take cover behind something as soon as you gain control of Shepard. Concentrate on removing the geth troopers and snipers that accompany the krogan first. The krogan has a strong shield, as well as the Shield Boost ability, so don't let up once his shields are down. His attacks are quite damaging too, especially his melee attacks, so don't let him trap you in a corner. Be ready to use a Medi-gel if Shepard or an ally requires medical attention.



Krogan Battlemaster

When the krogan falls, the Prothean ruins begin to cave in. Luckily Shepard and crew manage to make it out safely and return to the ship with Liara. Back aboard the Normandy, a meeting takes place as the crew welcomes Liara to the team. This mission comes to a close after a short debriefing with the Council.

-



Liara

## Feros

Geth forces have attacked Feros. Your mission is to find out how Saren is involved and why the geth were sent to the planet.

### Feros: Geth Attack

#### **Objective: Go to Feros**

Travel to the Theseus system of the Attican Beta cluster and land on Feros. Choose your squad members, exit the Normandy and start towards David al Talaqani at the end of the walkway. David informs you that Fai Dan, leader of the Zhu's Hope colony, wishes to speak with you immediately. Your interaction with David is cut short when an explosion suddenly occurs and a large number of geth enter the area.

#### **Objective: Speak with Fai Dan**

There are geth positioned all along the walkway, but there is plenty of cover too. Move from cover to cover down the walkway while taking out the geth troops and proceed through the doorway at the walkway's end.

There are two geth stalkers in the stairwell. This variant of geth moves quickly and can climb walls and ceilings, making them hard to hit. Stand still and wait until one of the stalkers is stationary and then quickly attack using weapons or offensive abilities. Once the geth in the stairwell have been dealt with, head up the stairs to reach the colony. Move past the colonists to the very back of the colony and speak with Fai Dan by the doorway.



## Noveria

Noveria is a snowy world located in the Pax system of the Horse Head Nebula cluster. As with the other storyline worlds, there is a multitude of optional assignments to be completed on Noveria. Refer to the 'Noveria Assignments' section for details on the optional assignments that can be triggered on Noveria.

### **Noveria: Geth Interest**

Your primary mission is to find out why there is geth interest in the corporate research colony on Noveria.

#### **Objective: Go To Noveria**

Travel to the Pax system of the Horse Head Nebula cluster and land on Noveria. Select two allies to accompany you and exit to the Port Hanshan Docking Bay. Move down the walkway until you are confronted by Captain Maeko Matsuo and Kaira Stirling of Elanus Risk Control. Captain Matsuo informs you that weapons are not allowed in the Plaza. However as a Spectre on official Citadel business you are permitted to carry a weapon wherever you go, so Matsuo and the others have no choice but to let you pass.



Captain Matsuo

Proceed through the door at the end of the walkway to enter Customs. Head to the front desk with speak with a woman named Gianna Parasini. Inquire about the geth to learn that Matriarch Benezia, the asari recognized as the second voice in the recording with Saren, recently passed through customs. Benezia is now at a remote complex called Peak 15. You must pursue her, but you'll first need permission to leave Port Hanshan. One of your squad members will suggest bringing Liara T'Soni along, as she is Benezia's daughter. Bringing Liara along is in no way necessary and discouraged if you are working to unlock 'Ally' achievements that are not Asari Ally.

### **Noveria: Leave Port Hanshan**

In order to pursue Matriarch Benezia you must first acquire a garage pass to gain access the Mako. (Refer to the 'Noveria: Smuggling' walkthrough under 'Noveria Assignments' for an alternative way to acquire the pass.)

#### **Objective: Administrator Anoleis**

Use the Elevator beyond the customs desk to reach Port Hanshan Plaza. Make your way to the Administration Office in the southeastern corner of the Plaza. Speak to Gianna Parasini at the front desk and ask about Anoleis. Afterwards, step into Anoleis' office and initiate a conversation with him. He denies your request for a garage pass, but if you have Opold's package from the 'Noveria: Smuggling' optional assignment, the option to tell Anoleis that Opold asked you to smuggle is available on the conversation wheel.



Gianna Parasini



Anoleis

### Objective: A Stumbling Block

If you don't have Opold's package or are working towards unlocking any of the 'Ally' achievements, leave Anoleis' office and speak to Gianna Parasini. Gianna tells you to see a turian named Lorik Qui'in at the hotel bar about acquiring a garage pass.

### Noveria: Lorik Qui'in

### Objective: Speak to Lorik Qui'in

Take the elevator marked 'to Hotel' from the Plaza to reach Port Hanshan Mezzanine. Lorik Qui'in is seated alone at a table directly across from the elevator door.

### Objective: Lorik's Dilemma

Lorik claims to have evidence of Administrator Anoleis' corruption. The evidence is on his computer, but unfortunately Lorik has been locked out of his office by Anoleis. Lorik's office is in Synthetic Insights, and the entire floor is now being patrolled by Anoleis' hired guards. Lorik asks you to break into his office and recover the evidence of from his computer. Security drones on the Synthetic Insights floor can be shut down by decrypting the Security Control Unit in the room at the end of the Mezzanine upper walkway.



Lorik Qui'in



Security Control Unit

### Objective: Break-In

Return to Port Hanshan Plaza and locate the elevator to Synthetic Insights; it's just before the stairs that lead up to the garage. Two ERCS guards attempt to prevent you from exploring the floor. If you've invested enough talent points in Charm or Intimidate, the two guards can be persuaded to leave using the blue Charm or red Intimidate option. You'll earn Paragon or Renegade points for persuading them to leave, however the other guards in Synthetic Insights still

attack on sight. Kill the hostile guards and make your way to Lorik's Office at the south end of the upper walkway. Access Lorik's computer to retrieve the evidence.

ERCS Guards



Lorik's Computer

### Objective: Evidence in Hand

Leave Lorik's office once you have files. Kaira Stirling and a few ERCS guards stand at the end of the upper walkway. Kaira has some powerful biotic abilities, so immediately take cover behind the planter on the left to avoid getting caught by one. Eliminate Kaira and the ERCS guards, and then take the elevator back down to the Mezzanine. Gianna Parasini is waiting for you near the elevator.



Kaira Stirling

### Objective: Gianna

Gianna asks that you speak to her before returning to Lorik. She can be found in the Mezzanine at the end of the room opposite Lorik's table. Gianna reveals that she is not really Anoleis' secretary, but only posing as one to expose his corruption. Gianna wants you to ask Lorik to testify against Anoleis. She can't give you credits, but she can get you a garage pass.

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Gianna

### Objective: Gianna's Proposal

Talk to Lorik and select the 'Testify against Anoleis' option on the left side of the conversation wheel. Lorik gives you credits if you hand over the evidence without asking him to testify against Anoleis, however you can earn a large amount of Paragon or Renegade points by persuading him to testify using Charm or Intimidate. The maximum amount of credits that Lorik will give is 750, so it would definitely be best to ask him to testify.

### Objective: Lorik Agrees

Once you've convinced Lorik to testify against Anoleis, make your way to the Administration Office in Port Hanshan Plaza. Speak to Gianna if you're following the Paragon path. With sufficient evidence, the corrupt administrator can be brought to justice. You receive XP, Paragon points and a garage pass for completing the mission. Alternatively, you can speak to Anoleis instead and inform him that he is under investigation. Anoleis will then call Gianna into his office where things quickly turn violent. Enter the office afterwards and remove the garage pass from Anoleis' corpse to complete the mission and gain a large amount of Renegade points.



Anoleis Arrested



Anoleis Killed

### Noveria: Matriarch Benezia (Part 1)

With a garage pass in hand, make your way to the garage entrance in the southwest corner of Port Hanshan Plaza. Flash your garage pass to the ERCS guard by the door and enter the garage. In the garage, geth emerge from the shipping containers that Benezia brought to Noveria. There are two geth stalkers and two destroyers, so immediately take cover behind one of the containers in the garage.

Concentrate on destroying the stalkers first, because with their ability to climb on the walls and ceilings they can still line-up a shot while you're behind cover. Geth destroyers tend to rush and their melee attacks are quite brutal, so gun them down, use disabling abilities or sprint away before they can get too close. When the last geth falls, brief



with Captain Matsuo, then move to the far end of the garage and board the Mako.



Geth Stalker



Mako

### Objective: To Peak 15

Drive the Mako out of the garage to enter Aleutsk Valley. Peak 15 is located at the other end of the valley. Due to the bad weather, this area's environment is currently a Level 1 Hazard. If you must leave the Mako for any reason, reenter the vehicle before the bar in the bottom-right corner of the screen fills up or Shepard will start taking damage.

A geth heavy turret and some shock troopers are positioned at the mouth of the first tunnel you come to. Use the Mako's cannon to destroy the heavy turret, then barrel through the kinetic shields and blast the geth troopers ahead as you move through the tunnel. A short cutscene is triggered when you reach the end of the tunnel. The armature and troopers are positioned on a small hill just before the bend. Use the Mako's cannon to destroy the armature from a safe distance and then the geth troopers.



Tunnel



Geth Armature

Follow the winding trail to reach another tunnel. Geth rocket troopers stand at the mouth of this tunnel; a well-placed cannon blast can take them all out at once. Once you're out of the second tunnel, the only resistance you'll encounter the rest of the way are geth heavy turrets. Keep an eye out for their slow-moving missiles and swerve to the side to avoid taking damage. Follow the trail until you reach the Peak 15 entrance. Exit the Mako and step inside. It would be a good idea to save your game now if it has been awhile, as the last auto-save occurred just before you entered the garage back at Port Hanshan.



Geth Heavy Turret



Peak 15

Peak 15's garage is occupied by krogan and a geth juggernaut. Sprint ahead and take cover behind one of the containers in the area. First, take out the repair drone that follows the juggernaut, as it periodically repairs the geth when it takes damage. Once the krogan and juggernaut have been dealt with, head up the steps in the southeastern corner of the garage to reach the walkway and move to its end. Move through the proceeding corridors and you'll come to an elevator. Ride the elevator to reach the Peak 15 Administration section.

### Noveria: Peak 15

#### Objective: Gianna's Warning

The cafeteria is initially occupied by geth. Destroy the geth in the cafeteria to trigger a cutscene. Gianna Parasini had warned you about an accident on Peak 15, though the true nature of the accident was unknown because all contact with the facility was lost for some time. The hallway on the west end of the cafeteria soon fills up with a strange, insect-like species called rachni.

The rachni soldiers can dish out some serious melee damage, so do not let one get too close. Aside from their melee attacks, you'll also have to watch out for their toxic projectile, as getting hit by one causes prolonged toxic damage. The workers are small, quick and will explode when close. As with the rachni soldier's spit, a rachni worker's blast causes toxic damage. Kill the rachni, sweep the side rooms for items, and then ride the elevator at the end of the hall to reach the Peak 15 Mira Core.



Rachni Soldier

The proceeding room is full of rachni workers which quickly make a beeline for Shepard and allies. Shoot the workers or use abilities to detonate them prematurely. After the onslaught, examine the Power Junction on the left side of the room.



Rachni Workers

### Objective: Computers Damaged

Mira, Peak 15's VI, has failed and requires a manual reboot. Head through the door at the room's west end. Once in the Mira Core area, move to the opposite end of the room and take the lift down to the core. Access the Memory Core once the lift reaches the bottom. The VI core can be repaired using 100 Omni-gel, or it can be reactivated manually. If you don't have 100 Omni-gel on hand, unneeded equipment and upgrades can be converted into Omni-gel via the Equipment menu. However if you are unwilling to part with sellable items, you'll just have to manually reactivate the VI core.



Mira Core



Manual Reactivation

Manually reactivating the VI core requires completing a small puzzle. You must move the module stack from column X to either column Y or B. Sounds easy enough, but the challenge lies in the fact that the stack must be transferred from largest block to smallest block. Additionally, a blue block can only be placed in a column if there is a blue block somewhere below its slot and cannot be placed if there is one above it. Pressing the X, Y, or B button selects the highest blue block in that column to be moved to another. One solution to this puzzle is as follows:

- Step 01 -- X to B
- Step 02 -- X to Y
- Step 03 -- B to Y
- Step 04 -- X to B
- Step 05 -- Y to X
- Step 06 -- Y to B
- Step 07 -- X to B
- Step 08 -- X to Y
- Step 09 -- B to X
- Step 10 -- B to Y

Step 11 -- X to B  
Step 12 -- Y to X  
Step 13 -- B to X  
Step 14 -- B to Y  
Step 15 -- X to B  
Step 16 -- X to Y  
Step 17 -- B to Y

### Spike Room

Once the VI core has been restored, interact with Mira, inquire about Benezia and ask for a damage report. Before Matriarch Benezia can be pursued, repairs must be done to Peak 15 for the tram to be functional.

### Noveria: Reconnect Landlines

#### Objective: Reconnect Landlines

Ride the elevator beyond the Mira Core to reach the Roof. You'll meet a pack of rachni up top. Use all of your abilities and weaponry to kill the rachni before they get too close. Open the landline using the terminal on the west side of the roof and then take the elevator back down to the Mira Core.



Landline

### Noveria: Reactor Repair

#### Objective: Reconnect Fuel Lines

Proceed through the northern door in the room outside of the Mira Core and head down the corridor. Ride the elevator at the corridor's end to reach the Reactor Core. There are geth destroyers and stalkers along the walkway that leads to the fuel line repair console. The destroyers will more than likely rush you, so gun them down or use a disabling ability to avoid taking melee damage. Use an open doorway as cover to protect yourself from the stalkers while trying to pick them off. Once the walkway is clear, move to the far end and use the console to repair the fuel lines.

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Geth



Fuel Line Repair

### Noveria: Contamination

#### Objective: Clear the Chamber

Move down the southern corridor to reach the Tram elevator. A message over the incomes describes 'loose contaminants' in the decontamination chamber. You must pass through the decontamination chamber to reach the Rift Station, but two rachni soldiers currently occupy the chamber, causing it to be locked to ensure everyone's safety.

The easiest way to kill the rachni requires a high Electronics skill. If Shepard or an ally has an adequate amount of talent points invested in Electronics, simply repair the Plasma Purge console next to the Mira terminal to clear the decontamination chamber. Another method involves decrypting the decontamination chamber's locked door and clearing out the rachni soldiers yourself, though an average Decryption skill is required. If your party lacks Decryption and Electronic skills high enough for either method, you can instead interact with the Mira terminal and override the lock to open the door.



Plasma Purge



Chamber Door Decryption

### Noveria: Matriarch Benezia (Part 2)

#### Objective: To Rift Station

Enter the decontamination chamber and step into the proceeding corridor. A small group of rachni workers appear, so take them out before they get too close. Make your way to the tram, step inside and activate it to travel to the Rift Station in pursuit of Benezia. Once at the Rift Station, ride the only accessible elevator to reach the Science Station and talk to Captain Ventralis when it reaches its destination. When the conversation ends, a couple of rachni soldiers attack. Help Captain Ventralis and the ERCS guards take them out. Afterwards, make your way to the mess hall.



Tram



Captain Ventralis

### Noveria: Rift Station (Part 1)

#### Objective: The Sealed Labs

To reach the Rift Station's Medical Bay, head through the door marked 'To Medical Bay' and climb down the stairs to find Dr. Zev Cohen. Cohen tells you that several scientists at the Rift Station became sick due to a failed experiment. He explains that Captain Ventralis won't permit anyone to go into the labs to create a cure for them, as he is afraid that more people will become sick.



Medical Bay



Dr. Cohen

### Noveria: Quarantine

#### Objective: Talk to Ventralis

Return to Captain's Ventralis' location at the Science Station's entrance and initiate a conversation with him. Tell him that you want to help Dr. Cohen. Ventralis doesn't like the idea, but he eventually gives you permission to enter the sealed lab.

#### Objective: Make a Cure

In the mess hall, head down the corridor marked 'To Quarantine and Barracks.' Ride the elevator at the corridor's end to reach the Rift Station's lower level. Talk to Han Olar upon your arrival to learn more about the rachni. Afterwards, talk to the ERCS guard posted in front of the Quarantine Lab door and inform him that you're going in to make a cure.



Quarantine Lab

Move to the back of the lab and interact with the equipment on the table to begin mixing the cure. To create the cure, press the highlighted button once it reaches the first arrow, but before it reaches the second. Do so four times to acquire the cure. Once you have the cure, Alestia Iallis—the asari that was standing near the Medical Bay—appears, accompanied by two geth. Alestia is actually one of the asari commandos that accompanied Matriarch Benezia to Peak 15. Asari commandos are powerful biotic warriors, so take cover to avoid getting caught by Alestia's crippling Stasis ability.

#### **Objective: Return to Cohen**

Once Alestia and the geth have been dealt with, return to Cohen at the Medical Bay and hand over the antitoxin. You are rewarded with XP, credits and a large amount of Paragon points for providing a cure.

### **Noveria: Rift Station (Part 2)**

#### **Objective: Alestia's Attack**

Han Olar told you that the geth came from the sealed maintenance area. That means Benezia must be somewhere within. Once you've given Dr. Cohen the cure, he hands over his pass, which will allow you to enter the maintenance area without any trouble.

#### **Objective: The Back Door**

The maintenance area door is located in the Rift Station's lower level. Move through the corridor until you reach the ventilation room. Kill the rachni soldier at the end and then proceed through the door.

#### **Objective: Sneaking In**

Open up your map and place a Destination flag near the 'Secure lab' text. Whatever you do, do not ride the elevator to the Restricted Area. Captain Ventralis and the guards will attack if you do so.

### **Noveria: Matriarch Benezia (Part 3)**

#### **Objective: To The Hot Labs**

Matriarch Benezia stands on the central platform in the Secure Lab. She cannot be reasoned with. Benezia soon summons a pair of asari commandos. Benezia's biotic abilities are even more powerful than an asari commando's, so they must be avoided at all costs. As soon as you gain control of Shepard, turn right and sprint down the walkway towards the containers and take cover. Remain on the west side of the lab during the entire battle; the Matriarch can't attack while you're separated from her, leaving you to deal with only her minions. The bar in the bottom-right corner of the screen displays Benezia's power level; it diminishes as you defeat her minions. Remain behind cover in an effort to avoid the asari commando's biotic abilities. Their Stasis ability in particular can make a mess of things.



Matriarch Benezia

When the asari commando's have been dealt with, Benezia summons a group of geth troopers and snipers. Take out the geth you can see from your current position. Once the coast is clear, you'll have to move to the other end the walkway to destroy the geth there. Benezia then summons a second batch of geth snipers. Use cover to eliminate the snipers without taking damage. When the power level bar has been depleted, Shepard and crew approach the stunned Matriarch. You'll gain control of Shepard shortly after speaking to Benezia; quickly gun her down and then turn to the asari commandos that come to her aid.

After the cutscene, approach the rachni queen to trigger yet another cutscene. Using an asari commando's body as a medium, the queen is able to communicate with you. She asks for a chance to rebuild her species as a more peaceful race. You can either allow the rachni queen to live, or kill her here and now, effectively driving the rachni race to extinction. Showing mercy and setting the rachni queen free yields a large amount of Paragon points, while killing her yields Renegade points.



Rachni Queen

### **Objective: Deal with Hot Labs**

The elevator to the Hot Labs is right next to the Science Station elevator. This objective is optional, as you can simply return to the Tram and take it back to Port Hanshan if you wish. However there is plenty of XP to be had in the Hot Labs, so clearing out the rachni there is highly recommended. It also counts as a mission if you are working to unlock any of the 'Ally' achievements.

Talk to Yaroslev Tartakovsky in the Hot Labs to learn about the rachni race's reemergence from its supposed extinction. Afterwards, enter the room at the back of the Hot Labs and interact with the Mira terminal.

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Yaroslev



Mira Terminal

### Noveria: The Hot Labs

#### Objective: Arm the Purge

Ask Mira about the 'neutron purge.' The VI tells you that the neutron purge cannot be armed without a key card. Only administrators carry such a key card; Yaroslev happens to be one, so head back outside and speak with him. Ask him how to activate the purge; unfortunately his explanation is cut short as a rachni soldier appears and tears into him. Kill the rachni and then retrieve the purge codes from Yaroslev's corpse.



Rachni



Purge Codes

#### Objective: Acquired Codes

Return to the Mira terminal and interact with it. Now that you have the code, select the top-right option on the conversation wheel to arm the purge.

#### Objective: Code Omega

The Hot Labs quickly fills with rachni soldiers and workers. The purge is set to go off in two minutes, so you must get back to the elevator and ride it up to the Rift Station before the timer reaches zero. Quickly clear the room of rachni and get in the elevator to complete the mission.



Rachni Swarm

### Mission Complete

Board the tram in the Rift Station to return to the Normandy.

## Virmire

A salarian reconnaissance team on Virmire has information on Saren. Travel to Virmire to meet with the team.

### Virmire

**Objective: Go to Virmire**

Travel to the Hoc system in the Sentry Omega cluster and land on Virmire.

**Objective: Disable the AA Tower**

Enter the Mako and start down the trail. The path to the first gatehouse is very straightforward, just be sure not to drive off course as the Mako will sink, and that's game over. You'll encounter geth drones and troopers along the way, but luckily the Mako's weaponry can make short work of them. Look to your radar to locate hostiles and take them out as you move towards the gatehouse. Unfortunately your radar jams as you near the first barricade, so slow down at this point and scan the area up ahead for drones and troopers.

The first gatehouse is heavily occupied by geth troops. Without your radar it can be hard to spot the smaller drones, so use the Mako's zoom and visually scan the area up ahead. There are additional geth on the gatehouse's second floor. The second floor can be reached by heading up the stairs on the left side of the gatehouse. There is no need to go up there, but there are storage lockers to open, as well as XP to be had by killing the geth. Geth armatures and colossi are positioned beyond the gatehouse, so proceed with caution. Keep your distance and use the Mako's cannon to destroy them.

## Return to the Citadel

### Race Against Time: Sovereign

#### **Objective: Find the Conduit**

Once you've completed the storyline missions on Therum, Feros, Noveria and Virmire, access the Galaxy Map to trigger an event.

#### **Objective: Report to the Council**

The Citadel Council is content to drop the issue with Saren, claiming that he is no longer a threat. However Shepard and crew know that the Conduit and Sovereign exist and insist on following Saren through the Mu Relay to reach Ilos. Shepard receives no support from Ambassador Udina on this matter, and the ambassador effectively grounds the Normandy.

#### **Objective: Meet with Anderson**

Just as it seems that this mission is over, back aboard the Normandy you receive word from Joker that Anderson wishes to speak with you at the Citadel. You are told to meet him at the Flux club in the Upper Wards. This is your last chance to complete any of the assignments you have yet to complete or trigger at the Citadel, as you won't be able to return here once you've made off with the Normandy. Keep in mind that any assignment that requires you to return to the Citadel cannot be completed at this point.



Anderson

Anderson is seated at a table near the back of the club. Anderson tells you that he can bypass the Normandy lockdown by breaking into Citadel control and using one of the consoles there, though this puts him at significant risk due to the presence of armed guards in that area. Ask Anderson about other options; since Udina ordered the lockdown, Anderson could break into the ambassador's office and hack into his computer. Anderson will succeed in unlocking the Normandy regardless of the option you choose, but the cutscene that the Udina option offers is wholly more satisfying and prevents Anderson from coming to harm.

#### Option

#### **Objective: Go to Ilos**

A word of warning: Once you land on Ilos you cannot return to the Normandy, so complete any assignments left undone before proceeding. Check out the 'Optional Assignments' section and its sub-sections for a complete list.

Return to the Docking Bay and board the Normandy to trigger the departure cutscene. When the Normandy is back in orbit, access the Galaxy Map, travel to the Refuge system in the Pangaea Expanse and land on Ilos.





Udina



Escape

## Ilos

This is it, the final stretch. Stop Saren from finding the Conduit on Ilos to prevent Sovereign from carrying out its devastating plan. You'll be facing plenty of geth here, so install weapon upgrades that improve damage to synthetics.



Ilos Landing

### **Ilos: Find the Conduit**

#### **Objective: Override the Security**

Saren cannot be pursued until you find some way to open the door that shut behind him. Enter the Mako and use its weaponry to destroy the geth coming from the south. When the perimeter is clear, exit the Mako and enter the Plaza. This area is dense with geth, so immediately take cover behind the nearest object to avoid taking damage. Of particular danger are the two geth armatures; they are rather hard to take down without the Mako's weaponry, and their projectiles are absolutely lethal. Take cover behind one of the large stone blocks in the area, pop out every once in awhile to damage the armatures and dive back behind cover to avoid oncoming projectiles.

Alternatively, the two geth armatures can be shutdown using the Armature Control terminal in the Lower Ruins area. This option requires a high Decryption skill, so stand and fight if neither Shepard nor an ally has an adequate amount of talent points invested in Decryption. You could also pursue this option if you are willing to part with some Omni-gel. Sprint to the end of the area and take the series of ramps down to reach the lower ruins. Move north until you reach a small area that contains geth stalkers and sappers. The terminal is next to the entrance to this section. Decrypt the terminal, destroy the geth, and head back the way you came.

Geth Armatures



Armature Control

Follow the trail at the southern end of the Plaza to reach the Courtyard. Take out the group of geth in the courtyard and start towards the elevator at the other end of the area. A couple of geth shock troopers and a group of jumpers

stand in your path, so proceed with caution. The elevator leads up to the Security Station.

At the center of the Armature Bay stands a number of geth troops and a hulking geth prime. The prime is one powerful variant of geth, so use tech abilities such as Overload and Sabotage to weaken it, and then weapon abilities (i.e., Assassination, Marksman, Carnage, Overkill) to destroy it as quickly as possible. Use the Armature Repair stations at the head of the bay to raise some geth armatures to help wipe out the remaining geth.



Geth Prime

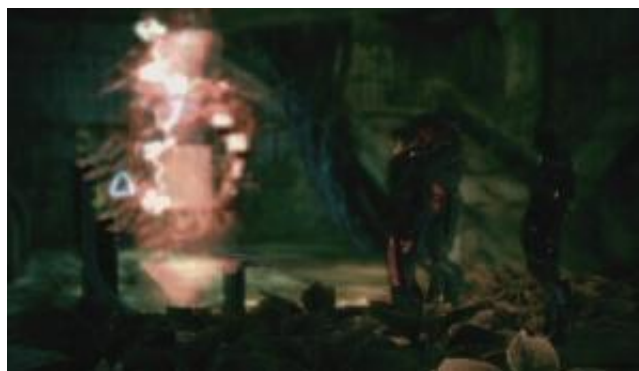


Armature Repair Station

When the area is clear, make your way to the opposite end of the Armature Bay and head up one of the ramps there to reach the Security Room. Open the Security Panel to activate a strange recording.



Security Panel



Recording

### Objective: Enter the Archives

Make your way to the elevator at the north end of the Security Station and take it to the Plaza area. Return to the Landing Zone, enter the Mako and start towards the archives. The first stretch is clear of geth, but a group of rocket troopers stands guard at the mouth of the second tunnel. Blast the rocket troopers as you drive by and continue moving towards the large barrier visible in the distance.

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To the Archives



Barrier

Exit the Mako once you reach the barrier and enter the elevator to the right of it. Activate the elevator to reach the Watcher's Chamber. Move to the other end of the walkway and interact with Vigil. What follows is a lengthy conversation with the ancient Prothean VI. Vigil details the Reaper attack, the subsequent downfall of the Prothean race, and the shocking truth of the Citadel's purpose.



Vigil

### Race Against Time: Conduit

Return to the Mako and continue down the path. A group of geth rocket troopers stand ready at the archives' end, but they are no match for the Mako's weaponry. Drop into the trench and drive down the path. You'll soon come to another group of rocket troopers, backed by a towering geth colossus, at the bottom of a large decline. Blast the rocket troopers with the Mako's cannon and then immediately turn your attention to the colossus. Keep a fair distance between yourself and the colossus and use the cannon and machine gun to damage it. Move the Mako back and forth to avoid taking damage from the colossus' projectiles and continue attacking until it falls.



Geth Colossus

A few geth rocket troopers are stationed along final stretch, but again it's nothing the Mako can't handle. The impressive mass relay known as the Conduit is visible in the distance as you near the end of the trench run. You have forty seconds to make it to the Conduit after the cutscene. Immediately start down the decline and make haste to the Conduit. Ignore the geth forces along the way and continue moving towards the Conduit's launch pad. Hit the ramp to warp to the besieged Citadel.



Conduit



## The Final Battle

This is it, the final battle! There's no turning back now!

### Race Against Time: Final Battle

#### Objective: Save the Citadel

Make your way to the elevator at the other end of the walkway. Kill the husks nearby and then ride the elevator to trigger a cutscene. Move down into the Maintenance Shaft once you regain control of Shepard. The tunnel quickly fills with geth as a tram car rams into its side. Fight your way to the opposite end of the corridor and head up the ramp to reach the upper area. Proceed with caution as this section is occupied by a powerful krogan warlord. Keep your distance from the krogan because he is prone to charge. Use your squad's strongest abilities and pound the warlord with gunfire to bring him down quickly.



Geth



Krogan Warlord

Move up to the Exhaust Plain, which is fronted by a mass of kinetic barriers. Take out the geth troopers and snipers in the first section and then make your way to the next. A geth dropship enters the area and drops a number of geth troops. Sprint towards the first Citadel Defense Turret up ahead and open it using the control at its base. The turret across from the first requires an average Electronics skill to open, or it can be bypassed at the cost of 20 Omni-gel. There is a third turret a bit further from the second. Sprint to the next turret, open it, then take cover and let the turrets do their job.



Turret



Geth Dropship

Once the geth dropship has been destroyed, move to the end of the area to reach the Exterior Defense Grid. A pair of krogan warriors occupy the initial corridor, so stand back and take them out before they get too close. The two krogan are then followed by a geth destroyer and a juggernaut (i.e, more chargers). Destroy the two geth and move



to the opposite end of the corridor. The proceeding area is guarded by four heavy turrets.

If Shepard is trained with a Sniper Rifle, stand by the entrance to the area and destroy the turrets with rifle fire and Assassination. If Shepard lacks the necessary training, slowly move towards the turrets and take cover in the trenches. Seek cover close enough to a turret and damage it from there. Be sure to get back behind cover before the turret's projectile reaches you, as it can deal critical damage.



Geth Heavy Turret

Fight your way to the other end of the area, head down the ramp there and open the latch at the end of the corridor to reach the ruined Citadel Tower. Destroy the geth as you move up to the Council Chamber to confront Saren.

### BOSS BATTLE: Saren

Saren is completely indoctrinated now, and claims to have been upgraded significantly by Sovereign. While this can be a two part battle, the first part can actually be skipped completely if Shepard has enough points invested in the Charm or Intimidate talents. If you were able to use all of the blue or red options that were available during your encounter with Saren on Virmire, you can convince Saren to off himself by choosing all of the blue Charm options or the red Intimidate options here. Doing so earns you a large amount of Paragon or Renegade points and will also net you the 'Charismatic' achievement if you missed it back on Virmire.



Saren



Saren's Suicide

If you are unable to convince Saren that what he is doing is wrong, however, you will have to face airborne Saren in a fashion similar to that of the Virmire encounter. Having Saren kill himself would definitely be preferable though, as his abilities have greatly improved. Make sure that Shepard and allies have weapon upgrades that up damage dealt to organics and to shields. Keep a close eye on Saren at all times because he can easily line up a shot while on his glider, even while you're behind cover; for this reason, moving from cover to cover is better than remaining stationary.

Even a high level Overload ability won't put much of a dent in Saren's shield, and the turian's constant use of the Shield Boost ability doesn't help matters. Move from cover to cover to avoid taking damage, pound Saren with gunfire until his shields are down and then don't let up. Continue this routine to completely deplete Saren's health bar and send him crashing down to the courtyard below.



Organic Saren

Access the control panel that Saren was using to trigger an event. Joker radios in to inform Shepard that the Council is in danger. You can order the fleets to save the Ascension, or you can order them to hold back, thus sacrificing the Council to focus fire on Sovereign. The Paragon choice is saving the council, while the Renegade choice is sacrificing them. The decision you make here yields a large amount of Paragon or Renegade points and affects the ending.

### **BOSS BATTLE: Synthetic Saren**

It's not over yet; Saren's corpse sheds its flesh to reveal a horrifying synthetic version of the turian. Synthetic Saren's movement is akin to that of the geth stalkers, sappers and ghosts you've encountered thus far, but is leagues ahead in terms of firepower, shields and vitality. Take the time to outfit Shepard and allies with weapon upgrades that increase damage dealt to synthetics and to shields before facing Saren



Synthetic Saren

You'll have to use every ability available to you if you want to bring Saren down once and for all. As far as tech abilities go, Overload can be used to lower the synthetic's shields a bit but won't be particularly useful unless you have more than one squad member using it due to the frequency at which your enemy's shields recharge. A high level biotic Lift ability is invaluable during this fight, as you can incapacitate Saren and keep him suspended in mid-air, making him extremely vulnerable. Lift is best used as soon as you've managed to bring Saren's shields down, as you will then have ample time to chip away at his exposed health bar. Having more than one squad member with the Lift ability is even better.



Synthetic Saren

Synthetic Saren is extremely agile and very quick, allowing him to leap over your cover, so you won't be able to remain behind one piece of cover for the fight's duration. Track Saren's movements at all times so you'll know when you need to sprint to a different piece of cover. Save weapon abilities (i.e., Marksman, Overkill, Carnage, Assassination) for moments when Saren is perched on the wall or incapacitated by an ability such as Lift. Keep an eye on Shepard's health and don't hesitate to use a Medi-gel or Unity to heal your allies.

This can be a lengthy battle, but if you work to avoid his fire, use Medi-gel when needed, and use the squad's abilities wisely, the synthetic turian will eventually fall to your might.

### **The End**

That's it, you've completed Mass Effect! Sit back and enjoy the ending, you've earned it!

Note -- A New Game feature is now available. To begin a new game with your previous character, first select 'Start New Career' from the game start menu and then 'Select Existing ID.' Your character's level, talent point distribution, credits, upgrades and equipment are all retained with this feature, and the level cap is upped from level 50 to level 60.



The End

## Citadel Assignments

**Citadel I: Assignments available after becoming a Spectre.**

- Asari Consort
- Xeltan's Complaint
- Doctor Michel
- Homecoming
- Jahleed's Fears
- Presidium Prophet
- Reporter's Request
- Rita's Sister
- Scan the Keepers
- Schells the Gambler
- Signal Tracking
- The Fan
- UNC: Distress Call/Unusual Readings
- UNC: Hostage
- UNC: Hostile Takeover
- UNC: Major Kyle/Strange Transmission
- UNC: Missing Marines
- UNC: Missing Survey Team
- UNC: Privateers

**Citadel II: Assignments available after completing Therum, Feros, or Noveria.**

- Asari Diplomacy
- Family Matter
- Planting a Bug
- The Fourth Estate

**Citadel III: Assignments available after completing the first four storyline planets.**

- Negotiator's Request
- Our Own Worst Enemy

**Citadel IV: Assignments dependent on Shepard's Pre-service History.**

- Old, Unhappy, Far-off Things

## Citadel Assignments I

Some of these assignments are only available once you've attained Spectre status. The ones that are available before that point are best completed once you're a Spectre so you can take advantage of the Charm and Intimidate bonuses the rank provides.

### Citadel: Asari Consort

Locate and enter the Consort Chamber in the Presidium. Upon entering, an asari named Nelyna asks if you wish to make an appointment to see the consort. Just as it seems that you're in for a lengthy wait, the consort, Sha'ira, radios Nelyna and asks to meet with the Commander (that's you!). Make your way to the back of the chamber and head up the stairs. Speak to Sha'ira; she asks you to speak to General Septimus, a turian general who can be found in Chora's Den. Agree to help her to add this assignment to your Journal.

### Objective: Speak with Gen. Septimus

Use a Rapid Transit terminal to reach Chora's Den. The general is seated at one of the tables near the back of the club. Speak with him and tell him that Sha'ira sent you. If your Charm or Intimidate talents are well-developed, you

can persuade Septimus to see things your way by selecting either the blue 'Straighten up' option on the left side of the conversation wheel or the red 'Get a grip' option. You do not need to persuade Septimus this way to complete the assignment, but you'll receive Paragon or Renegade points by using the persuasion options.

**Objective: Speak with Sha'ira**

Once you have set Septimus straight, he presents you with an opportunity to earn some extra credits. Agree, if you're interested, to add the 'Citadel: Xeltan's Complaint' assignment to your Journal. Return to the Consort Chambers in the Presidium and let Sha'ira know that you have spoken with General Septimus. You receive XP, credits and words of wisdom from Sha'ira as reward. Selecting the 'That's it?' option yields some Renegade points as well, while accepting words alone gives Paragon points.

**Citadel: Xeltan's Complaint**

This assignment is added to your Journal if you accept General Septimus' offer while speaking to him during the 'Citadel: Asari Consort' assignment. The General wants you to see an elcor named Xeltan and show him evidence that the rumours about Sha'ira revealing his secret are false.

**Objective: Speak to Xeltan**

Xeltan can be found at the elcor embassy, which is located in the Presidium. Search for the 'Volus and Elcor Office' text on the Presidium map and set a Destination flag there. Speak to Xeltan once you have reached the embassy and present the evidence to him. Xeltan thanks you for easing his fears. You receive credits and XP as reward.

**Citadel: Doctor Michel****Objective: Talk to Doctor Michel**

This assignment becomes available after Tali has been rescued during the main storyline. After reaching that point, talk to Doctor Michel at the Med Clinic in the Upper Wards. Dr. Michel is being blackmailed; the people doing so demand supplies from her, threatening to go public with what they know if she fails to cooperate. Agree to help Michel and she asks you to talk to a merchant named Morlan in the Lower Wards market.

## Galaxy Assignments

- UNC: Cerberus
- UNC: Hades' Dogs
- UNC: Lost Module
- UNC: Rogue VI
- UNC: Lost Freighter
- UNC: Geth Incursions/Geth Activities
- UNC: Derelict Freighter
- UNC: Listening Post Alpha
- UNC: Listening Post Theta
- UNC: Depot Sigma-23
- UNC: Besieged Base
- UNC: The Negotiation

### UNC: Cerberus

This assignment is available once the 'UNC: Missing Marines' assignment has been completed. You should receive a transmission from Rear Admiral Kahoku the next time you access the Galaxy Map. You learn of a dangerous group called Cerberus, the very group that lured Kahoku's men to the thresher maw. Kahoku now fears for his own life and plans to go into hiding. He leaves you with the coordinates to a research facility run by the Cerberus group. You need to find out what this group is up to and put a stop to it.

#### **Objective: Investigate Yangtze System (Northern Research Facility)**

Travel to the Yangtze system in the Voyager Cluster and land on Binthu. The Mako's drop point is surrounded by three research facilities, and you have to investigate all of them. The facilities can be cleared out in an order of your choosing, but start with the northern one for the sake of following this walkthrough

The northern Research Facility is guarded by two heavy turrets; circle around the facility in an attempt to dodge their fire and use the Mako's cannon to disable them. With the two turrets down, exit the Mako and enter the research facility.

Make your way to the end of the hall to reach the station's main chamber. The Cerberus soldiers in this room guard what looks like a giant cage. Proceed with caution, as you're facing biotics here, and their Stasis power in particular can make a mess of things. Once the enemies have been dealt with, approach one of the diagnostic stations outside of the giant cage. Use the station to lower the cage and then kill the rachni workers within. When all of the Cerberus soldiers and rachni have been killed, a message appears onscreen, instructing you to move on to another facility.



## Feros Assignments

- Geth in the Tunnels
- Varren Meat
- Power Cells
- Water Restoration
- Data Recovery
- UNC: Espionage Probe/Investigate Shipments
- UNC: ExoGeni Facility/Investigate Facility
- UNC: Colony of the Dead/Investigate Samples

Note -- 'Feros: Geth in the Tunnels,' 'Feros: Varren Meat,' 'Feros: Power Cells' and 'Feros: Water Restoration' all start in the Zhu's Hope colony and can be completed in the tunnels. For this reason, make sure that all of the aforementioned assignments are active before you venture into the tunnels underneath Zhu's Hope.

### **Feros: Geth in the Tunnels**

Speak to Fai Dan at the Zhu's Hope colony after successfully cleansing the tower of geth during the 'Feros: Geth Attack' mission. There are still geth in the tunnels underneath Zhu's Hope, and it's your job to clear them out. There's a geth transmitter in the tunnels, too, and destroying it will aid the colony significantly.

#### **Objective: Find the Geth**

Open up your map and locate the stairs that lead down to the tunnels. They're just beyond the elevator that travels to the Prothean Skyway. You'll meet some geth as you descend, so be careful. Follow the path at the bottom of the stairs until you reach a walkway. Follow the walkway to its end and turn right. Sprint towards the rubble in the distance and then turn left into the tunnel there. Destroy all of the geth in this tunnel.

When you emerge from the first tunnel, sprint straight ahead to the rubble at the opposite end of the walkway and turn left into a second, adjacent tunnel. There are more geth in this tunnel to be destroyed. The biggest threat here is the geth destroyer; a variant of geth with strong shields and plenty of firepower. Use tech abilities such as Overload and Sabotage to lower the destroyer's shields, and then weapon abilities to deal extra damage. Be careful though, as the destroyer tends to rush if its weapon has been disabled. Crippling abilities such as Lift or Singularity can be used for an easy kill.

Once you've cleared the tunnel of geth, return to the previous area and cross the gap using the extended bridge. Take cover behind the rock on the left as soon as you enter the next area, as two geth snipers are positioned on a small platform that overlooks the tunnel. Take out the two snipers first, and then the remaining geth troopers. Make sure that each of your squad members is at full health and full shields before you proceed because you'll encounter three krogan outside of the transmitter room.

Proceed with caution when the squad is ready. Biotic abilities such as Stasis and Lift are especially helpful when facing the krogan because they can be used to incapacitate one or more of them, giving you a better chance of survival. The krogan also tend to charge, so retreat without hesitation if you things get hairy. Once the krogan have been dealt with, move to the back of the room and blast the transmitter tower to deplete its life bar.

#### **Objective: Inform Fai Dan**

Return to Zhu's Hope and tell Fai Dan that you've ridden the tunnels of geth to complete the assignment and earn Paragon points.

### **Feros: Varren Meat**

David Reynolds can be found aboard the craft in the middle of the Zhu's Hope colony. Talk to David to learn that

the colony is also suffering from a food shortage. David would like to rectify this problem by hunting varren in the tunnels and bringing the meat back to the colony. Unfortunately he is unable to hunt the lesser varren due to the due to the presence of the dangerous alpha varren. You'll have to find and kill the alpha varren in the tunnels beneath Zhu's Hope so the lesser varren can be hunted.

**Objective: Find Alpha Varren**

Open up your map and locate the stairs that lead down to the tunnels. They're just beyond the elevator that travels to the Prothean Skyway. You'll meet some geth as you descend, so be careful. Once in the tunnels, open your map again and locate the door to the 'Collapsed Highway Section.' Make your way to this door and enter the area. A pack of varren—the alpha that David spoke of among them—inhabit this area. The pack of lesser varren can tear Shepard and allies to shreds if you aren't careful, so keep your distance at all times.

Do not let them get too close to you; sprint away from them if you must, and then turn around and shoot them as they approach. When all of the lesser varren have been killed, search for the alpha varren on the upper highway. The alpha varren is red and much tougher than his white counterparts. You'll have an easy time if you managed to wipe out the lesser varren before facing the alpha, however. Attack the alpha varren until it falls to complete the objective.

## Noveria Assignments

- Smuggling
- Espionage
- Doctor at Risk/UNC: Dead Scientists

### **Noveria: Smuggling**

Speak to Opold, the hanar merchant in Port Hanshan Plaza near the elevator to Customs, and select the 'You heard already?' option on the left side of the conversation wheel. Spectres are generally free of restrictions, so Opold asks you to help him smuggle a package through customs. If you turn the hanar down, Opold's request still stands, so you can return to him and take on the assignment if you change your mind. Agree to help Opold and he informs you that the package can be picked up at the Docking Bay by the Normandy.

#### **Objective: Retrieve the Package**

Backtrack to the Port Hanshan Docking Bay and pick up the package on the ground near the Normandy. The package holds a powerful weapon mod.

#### **Objective: Return the Package**

Now that you have the package in your possession, there are a few things you can do with it. Return to Opold's store and tell him you have the package; you can then hand it over to him for a measly amount of credits, or decide to keep the weapon mod inside for yourself. Opold's initial offer of 250 credits can be doubled if you've invested enough talent points in Charm or Intimidate, but 500 credits still isn't very much. The quality of the weapon mod inside of the package is dependent on your character's level, so the higher Shepard's level, the stronger the weapon mod is. However the upgrade likely isn't anything that couldn't be acquired normally.

You may choose to ignore Opold all together and instead bring the package directly to the buyer. Ask Opold about the recipient; he won't tell you at first, but you can get the information from him if you've invested enough talent points in Charm or Intimidate. The package is for a krogan named Inamorda. He can be found on the upper walkway in Port Hanshan Mezzanine. He won't talk to you unless you convinced Opold to tell you about the buyer. Inamorda doesn't offer much more for the package, but you will earn a small number of Renegade points for selling it to him directly.

The package can also be given to Administrator Anoleis, who can be found in the Administrator's Office in Port Hanshan Plaza. Anoleis gives you a garage pass for Opold's package. If Shepard's Charm or Intimidate talents are developed enough, additional dialogue options appear on the left side of the wheel once Anoleis has given you the package. Selecting either of these persuasion options allows you to keep the package. The package can then be given to Opold if you wish, or you can keep the mod for yourself.

### **Noveria: Espionage**

An asari named Mallene Calis wants to speak with you. She can be found in Port Hanshan Mezzanine, near the elevator. Mallene wants you to wiretap a salesman named Rafael Vargas. She believes that Binary Helix, the manufacturer of the products that Vargas sells, is illegally using asari biotic technology. Mallene offers to pay 500 credits if you pose as a buyer and talk to Vargas about business until her device has collected the necessary information. Refusing to participate completes the assignment and yields a couple of Paragon points, but you won't receive any credits this way.

## Virmire Assignments

- Wrex and the Genophage
- Assisting Kirrahe's Team

### **Virmire: Wrex and the Genophage**

This assignment takes place at the salarian camp.

Saren has discovered a cure for the krogan genophage (the hereditary virus which causes only one in a thousand krogan offspring to survive) and is currently breeding an army of krogan warriors. Your mission on Virmire turns to destroying Saren's research facility to put a stop to his plans, as the prospect of a dispensable krogan army is not a favorable one. This puts your krogan ally in a difficult position. A cure for the genophage could result in the repopulation of his race, but the task at hand is to defeat Saren. Destroying Saren's research facility would hinder his plans, but the genophage cure would be lost.

#### **Objective: Talk to Wrex**

Save your game before speaking to Wrex because plenty can go wrong here. If you've completed the 'Wrex: Family Armor' assignment, keeping Wrex alive during this tense moment is simple. Work your way through the dialogue tree until the 'We are' and 'I wouldn't do this otherwise' options appear. Select either one to set Wrex straight by reminding him that these particular krogan are not his people, and that destroying the genophage would be best for everyone. Convincing Wrex in this fashion yields a large amount of Paragon points and nets you the 'Charismatic' achievement.

If you have not completed Wrex's assignment you'll have to use Charm or Intimidate to convince him. Unfortunately if you haven't invested enough talent points in Shepard's Charm or Intimidate talents, there is no way to keep Wrex alive if you also haven't completed the Family Armor assignment. With an adequate number of talent points invested in either Charm or Intimidate, the blue 'These aren't your people' or the red 'Don't be so naïve' options are selectable. Convincing Wrex to back down using Charm yields Paragon points while convincing him with Intimidate yields Renegade points.

Selecting any of the options on the right side of the conversation wheel leads to Wrex's death, either by Ashley Williams or by your own hands. The 'Shoot Wrex' option yields a large amount of Renegade points and is just downright brutal. The other two cause Ashley to step in a kill Wrex; your response afterwards determines the morality points you receive. Wrex is definitely a valuable ally, so keeping him alive would be best. You'll definitely want to keep him alive if you're working towards the 'Krogan Ally' achievement.

### **Virmire: Assisting Kirrahe's Team**

This assignment is added after Captain Kirrahe's speech at the salarian camp. There are several ways to assist Kirrahe's team on the Base Approach map. Passing these opportunities by leads to Kirrahe's death.

#### **Objective: Disrupt Communications**

From the Base Approach start point, make your way to the Communications Tower to the north. Destroy the geth surrounding the tower and head up the ramp to reach the walkway. Look for the 'Triangulation Tower' terminal and activate it. You are given a small amount of Paragon points for assisting Kirrahe's team.

## Crew Assignments

- Garrus: Find Dr. Saleon
- Tali and the Geth/Tali's Pilgrimage
- Wrex: Family Armor

### **Garrus: Find Dr. Saleon**

Speak to Garrus in the Normandy's Engineering section after completing the Therum, Feros and Noveria storyline missions. This assignment is only available if you have previously spoken to Garrus about his history with C-Sec. Opportunities to learn more about Garrus' history arise with the completion of a storyline mission.

Once you have met the above prerequisites, speak to Garrus on the Normandy. Garrus tells you of his encounter with a mad geneticist named Dr. Saleon during his time as a C-Sec officer. Dr. Saleon conducted a number of grotesque experiments and operations on subjects to grow organs that were then sold on the black market. Dr. Saleon managed to escape from justice and is at large to this day. Garrus, however, holds the coordinates to a ship operated by one Dr. Heart, whom he believes to actually be Dr. Saleon. Ask him for the coordinates to add this assignment to your Journal. Garrus asks to be there when you go to take Saleon down.

#### **Objective: Head to Coordinates**

Travel to the Herschel system of the Kepler Verge and board the MSV Fedeale. Be sure to choose Garrus as one of the two squad members to accompany you, as he is the only one who will know for sure whether this Dr. Heart is truly Dr. Saleon.

#### **Objective: Find Dr. Saleon**

Enter the ship's main hold. The area is full of Dr. Saleon's test subjects, which are essentially Thorian creepers. There are explosive containment cells scattered throughout the area, so either detonate them from a safe distance using a gun or stand near the area's entrance and let the test subjects come to you. The test subjects' vomit or your squad's own tech and biotic abilities may set off a containment cores near you, which can then cause severe damage. Use a melee strike to knock a test subject down if it gets too close to you, as getting sprayed by its vomit induces prolonged toxic damage.

Make your way to the door at the opposite end of the ship's hold and enter the hallway. Enter the first room on your right to find Dr. Heart. Garrus confirms that this salarian is Dr. Saleon. Choose 'Finish him' to let Garrus get his kill or 'Back down, Garrus' to attempt an arrest. Saleon doesn't take the prospect of an arrest well, and instead chooses to go down fighting. Whichever option you choose, the assignment ends once Dr. Saleon is dead.

### **Tali and the Geth/Tali's Pilgrimage**

This assignment is available after completing the 'UNC: Geth Incursions' assignment. Decrypt the geth terminal in the southeastern room on the first floor of the geth bunker on Solcram and download the data to add the assignment to your Journal.

#### **Objective: Speak to Tali**

Speak to Tali in the Normandy's Engineering section. Tali asks you for a copy of the data that was retrieved on Solcram so she can end her pilgrimage. With the data in their possession, the quarians may be able to discover the geths' weakness. Even though handing over a copy of the data means the end of Tali's pilgrimage, she promises to remain with the Normandy crew until Saren is defeated. Give her the data to receive Paragon points or refuse to hand it over to receive Renegade points.

### Wrex: Family Armor

This assignment becomes available once you have completed Therum, Feros, Noveria, and have spoken to Wrex in the Engineering section of the Normandy about his past several times. Opportunities to learn more about Wrex's history arise with the completion of a storyline mission.

Once you have met the above prerequisites, speak to Wrex aboard the Normandy, select 'Investigate' and then 'Family.' Wrex tells you that he is looking for his family's ceremonial armor, which was taken from him by the turians after the Krogan Rebellion. Offer to help and he tells you that a turian profiteer named Tonn Actus currently has the krogan armor stashed in a base somewhere in the Argos Rho cluster.

#### **Objective: Find Wrex's Armor**

Travel to the Phoenix system in the Argos Rho cluster and land on Tuntau. Be sure to Make sure Shepard or another ally has talent points invested in the Decryption talent. The krogan armor is being held in a base a short ways south of the Mako's drop point. Scale the mountain south of the drop point to reach the base. There are a few pirates stationed in front of the structure's entrance, though the Mako's cannon can make short work of them. When the perimeter is clear, exit the Mako and step inside. Upon entering, if Wrex is with you, he confirms that this is indeed the place where his armor is being held.

There are plenty of pirates in this facility, so get behind cover or lure them back to the entrance room and take them out one by one. Once all of the pirates in the base have been dealt with, head up the stairs in the northeastern corner of the main room and proceed through the door at the end of the walkway. The wall safe in this room contains Wrex's family armor. Decrypt the safe to receive the armor and some other items. Open the other item chests in the room and then return to the Normandy once you're ready to leave Tuntau.



## Collection Assignments

### UNC: Valuable Minerals

This assignment is added to your Journal once you obtain one of the materials listed above. The minerals can be found by surveying certain planets while in orbit, or by successfully mining a mineral on a planet's surface. Each material that you obtain will net you XP and credits. The amount of credits you receive is dependent on Shepard's level, so each mineral will be worth plenty later on. Six Gasses, twenty Heavy Metals, twenty Light Metals, and twenty Rare Earths are needed to complete the assignment, but more can be found; XP and credits are still given for surplus materials.

Note -- Not all of the clusters and systems in the galaxy are available from the get-go; a good number of them must be unlocked. Check out the 'Unlockable Systems' section under 'The Galaxy' for more info.

#### **Gas Locations (Survey):**

Syba, Hydra, Argos Rho  
Archanes, Knossos, Armstrong Nebula  
Fargeluse, Macedon, Artemis Tau  
Ontamalca, Sparta, Artemis Tau  
Edmos, Antaeus, Hades Gamma Cluster  
Antitarra, Strenuus, Horse Head Nebula  
Juncro, Newton, Kepler Verge  
Tremar, Amazon, Voyager

#### **Heavy Metal Locations (Survey):**

Thegeuse, Tereshkova, Armstrong Nebula  
Patamalrus, Tereshkova, Armstrong Nebula  
Metallic Asteroid (hidden), Knossos System, Artemis Tau  
Zatorus, Hercules System, Attican Beta  
Zayarter, Cacus, Hades Gamma  
Metallic Asteroid (hidden), Century, Hawking Eta  
Rocky Asteroid (hidden), Herschel, Kepler Verge  
Clotanca, Caspian, Maroon Sea  
Farnuri, Caspian, Maroon Sea  
Metallic Asteroid (hidden), Matano, Maroon Sea  
Metallic Asteroid (hidden), Vostock, Maroon Sea  
Quaji, Erebus, Styx Theta

#### **Heavy Metal Locations (Mineral):**

Metgos, Hydra, Argos Rho, Mercury Deposit  
Tuntau, Phoenix, Argos Rho, Mercury Deposit  
Casbin, Hong, Armstrong Nebula, Gold Deposit  
Antibaar, Tereshkova, Armstrong Nebula, Mercury Deposit  
Edolus, Sparta, Artemis Tau, Palladium Deposit  
Eletania, Hercules, Attican Beta, Gold Deposit  
Eletania, Hercules, Attican Beta, Palladium Deposit  
Mavigon, Han, Gemini Sigma, Gold Deposit  
Chohe, Cacus, Hades Gamma, Mercury Deposit  
Klensal, Dis, Hades Gamma, Platinum Deposit  
Presrop, Century, Hawking Eta, Gold Deposit  
Amaranthine, Fortuna, Horse Head Nebula, Iridium Deposit  
Xawin, Strenuus, Horse Head Nebula, Palladium Deposit  
Xawin, Strenuus, Horse Head Nebula, Iridium Deposit  
Ontarom, Newton, Kepler Verge, Palladium Deposit

Ontarom, Newton, Kepler Verge, Gold Deposit  
Chasca, Matano, Maroon Sea, Palladium Deposit  
Nodacrux, Vostock, Maroon Sea, Gold Deposit  
Altahe, Acheron, Styx Theta, Gold Deposit  
Nepmos, Erebus, Styx Theta, Palladium Deposit  
Nepheron, Yangtze, Voyager, Platinum Deposit  
Binthu, Yangtze, Voyager, Palladium Deposit

**Light Metal Locations (Survey):**

Verbinok, Phoenix, Argos Rho  
Antirumgon, Gagarin, Armstrong Nebula  
Zaherux, Gagarin, Armstrong Nebula  
Treagir, Hong, Armstrong Nebula  
Metallic Asteroid, Macedon, Artemis Tau  
Quana, Theseus, Attican Beta  
Patatanlis, Han, Gemini Sigma  
Parag, Ming, Gemini Sigma  
Nearrum, Dis, Hades Gamma  
Metallic Asteroid, Dis, Hades Gamma  
Metallic Asteroid, Farinata, Hades Gamma  
Cancra, Century, Hawking Eta  
Supay, Matano, Maroon Sea  
Dregir, Yangtze, Voyager

**Light Metal Locations (Mineral):**

Rayingri, Gagarin, Armstrong Nebula, Titanium Deposit  
Solcru, Grissom, Armstrong Nebula, Magnesium Deposit  
Antibaar, Tereshkova, Armstrong Nebula, Magnesium Deposit  
Antibaar, Tereshkova, Armstrong Nebula, Lithium Deposit  
Maji, Vamshi, Armstrong Nebula, Magnesium Deposit  
Maji, Vamshi, Armstrong Nebula, Beryllium Deposit  
Sharjila, Macedon, Artemis Tau, Magnesium Deposit  
Edolus, Sparta, Artemis Tau, Lithium Deposit  
Mavigon, Han, Gemini Sigma, Cobalt Deposit  
Klensal, Dis, Hades Gamma, Beryllium Deposit  
Nonuel, Plutus, Hades Gamma, Titanium Deposit  
Xawin, Strenuus, Horse Head Nebula, Cobalt Deposit  
Chasca, Matano, Maroon Sea, Beryllium Deposit  
Nodacrux, Vostock, Maroon Sea, Cobalt Deposit  
Nepmos, Erebus, Styx Theta, Titanium Deposit  
Agebinium, Amazon, Voyager, Beryllium Deposit  
Agebinium, Amazon, Voyager, Magnesium Deposit  
Nepheron, Columbia, Voyager, Beryllium Deposit

**Rare Earth Locations (Survey):**

Patashi, Phoenix, Argos Rho  
Rocky Asteroid, Grissom, Armstrong Nebula  
Alsages, Sparta, Artemis Tau  
Vemal, Antaeus, Hades Gamma  
Faringor, Cacus, Hades Gamma  
Nepneu, Farinata, Hades Gamma  
Clocrolis, Plutus, Hades Gamma  
Mingito, Plutus, Hades Gamma  
Therumion, Fortuna, Horse Head Nebula  
Sondema, Amazon, Voyager

Ontaheter, Columbia, Voyager

**Rare Earth Locations (Mineral):**

Metgos, Hydra, Argos Rho, Thorium Deposit  
Rayingri, Gagarin, Armstrong Nebula, Thorium Deposit  
Rayingri, Gagarin, Armstrong Nebula, Polonium Deposit  
Solcrum, Grissom, Armstrong Nebula, Uranium Deposit  
Solcrum, Grissom, Armstrong Nebula, Thorium Deposit  
Casbin, Hong, Armstrong Nebula, Uranium Deposit  
Casbin, Hong, Armstrong Nebula, Samarium Deposit  
Maji, Vamshi, Armstrong Nebula, Thorium Deposit  
Sharjila, Macedon, Artemis Tau, Thorium Deposit  
Sharjila, Macedon, Artemis Tau, Uranium Deposit  
Edolus, Sparta, Artemis Tau, Polonium Deposit  
Trebin, Antaeus, Hades Gamma, Plutonium Deposit  
Trebin, Antaeus, Hades Gamma, Uranium Deposit  
Chohe, Cacus, Hades Gamma, Plutonium Deposit  
Nonuel, Plutus, Hades Gamma, Samarium Deposit  
Presrop, Century, Hawking Eta, Uranium Deposit  
Amaranthine, Fortuna, Horse Head Nebula, Thorium Deposit  
Amaranthine, Fortuna, Horse Head Nebula, Uranium Deposit  
Chasca, Matano, Maroon Sea, Plutonium Deposit  
Altahe, Acheron, Styx Theta, Samarium Deposit  
Nepmos, Erebus, Styx Theta, Uranium Deposit  
Agebinium, Amazon, Voyager, Samarium Deposit  
Nepheron, Columbia, Voyager, Thorium Deposit  
Binthu, Yangtze, Voyager, Uranium Deposit

**UNC: Prothean Data Discs**

This assignment is added to your Journal once you obtain a Prothean Artifact. The artifacts can be found by surveying certain planets while in orbit, or by successfully surveying certain anomalies on a planet's surface. Each artifact that you obtain nets you XP and credits. The amount of credits you receive is dependent on Shepard's level, so the artifacts are worth plenty later on. Ten Prothean Artifacts are needed to complete the assignment.

Note -- Not all of the clusters and systems in the galaxy are available from the get-go; a good number of them must be unlocked. Check out the 'Unlockable Systems' section under 'The Galaxy' for more info.

**Prothean Artifact Locations (Survey):**

Carbonaceous Asteroid, Phoenix System, Argos Rho  
Asteroid Cluster, Sparta, Artemis Tau  
Sharring, Theseus, Attican Beta  
Juntauma, Farinata, Hades Gamma  
Rocky Asteroid, Matano, Maroon Sea  
Wermani, Erebus, Styx Theta  
Alrumter, Yangtze, Voyager

**Prothean Artifact Locations (Anomaly):**

Antibaar, Tereshkova, Armstrong Nebula, Prothean Ruin  
Chasca, Matano, Maroon Sea, Crate  
Binthu, Yangtze, Voyager, Prothean Pyramid

**UNC: Turian Insignias**

This assignment is added to your Journal once you obtain one Turian Emblem. The emblems can be found by

surveying certain planets while in orbit, or by successfully surveying certain anomalies on a planet's surface. Each emblem that you obtain nets you XP and credits. The amount of credits you receive is dependent on Shepard's level, so the emblems are worth plenty later on. Thirteen Turian Emblems are needed to complete the assignment.

Note -- Not all of the clusters and systems in the galaxy are available from the get-go; a good number of them must be unlocked. Check out the 'Unlockable Systems' section under 'The Galaxy' for more info.

**Turian Emblem Locations (Survey):**

Canrum, Hydra, Argos Rho  
Maji, Vamshi, Armstrong Nebula, Ancient Debris  
Pregel, Vamshi, Armstrong Nebula  
Klensal, Dis, Hades Gamma, Raysha  
Maganlis, Fortuna, Horse Head Nebula  
Antida, Capsian, Maroon Sea  
Carbonaceous Asteroid, Acheron, Styx Theta  
Sybin, Amazon, Voyager

**Turian Emblem Locations (Anomaly):**

Metgos, Hydra, Argos Rho, Turian Corpse  
Trebin, Antaeus, Hades Gamma, Ancient Debris  
Presrop, Century, Hawking Eta, Ancient Debris  
Amaranthine, Fortuna, Horse Head Nebula, Ancient Debris  
Xawin, Strenuus, Horse Head Nebula, Ancient Debris  
Ontarom, Newton, Kepler Verge, Turian Corpse  
Nodacrux, Vostock, Maroon Sea, Ancient Debris  
Agebinium, Amazon, Voyager, Scavenger Corpse

**UNC: Asari Writings**

This assignment is added to your Journal once you obtain an Asari Writing. The writings can be found by surveying certain planets while in orbit, or by successfully surveying certain anomalies on a planet's surface. Each writing that you obtain nets you XP and credits. The amount of credits you receive is dependent on Shepard's level, so the writings are worth plenty later on. Ten Asari Writings are needed to complete the assignment.

Note -- Not all of the clusters and systems in the galaxy are available from the get-go; a good number of them must be unlocked. Check out the 'Unlockable Systems' section under 'The Galaxy' for more info.

**Asari Writing Locations (Survey):**

Junthor, Gagarin, Armstrong Nebula  
Matar, Hong, Armstrong Nebula  
Porolan, Macedon, Artemis Tau  
Paravin, Han, Gemini Sigma  
Ploba, Antaeus, Hades Gamma  
Veles, Pax, Horse Head Nebula  
Klencory, Newton, Kepler Verge  
Pataiton, Vostock, Maroon Sea

**Asari Writing Locations (Anomaly):**

Tuntau, Phoenix, Argos Rho, Asari Capsule  
Solcrum, Grissom, Armstrong Nebula, Asari Capsule  
Sharjila, Macedon, Artemis Tau, Asari Capsule  
Cacus, Chohe, Hades Gamma, Locked Crate  
Cacus, Chohe, Hades Gamma, Technician Kit  
Cacus, Chohe, Hades Gamma, Secure Wall Safe  
Nonuel, Plutus, Hades Gamma, Crate

Altahe, Acheron, Styx Theta, Asari Capsule

### UNC: Locate Signs of Battle

This assignment is added to your Journal when you find a League Medallion or a Salarian ID Tag. The artifacts can be found by surveying certain planets while in orbit, or by successfully surveying certain anomalies on a planet's surface. Each artifact that you obtain nets you XP and credits. The amount of credits you receive is dependent on Shepard's level, so the artifacts are worth plenty later on. Ten League Medallions and four Salarian ID Tags are needed to complete the assignment.

Note -- Not all of the clusters and systems in the galaxy are available from the get-go; a good number of them must be unlocked. Check out the 'Unlockable Systems' section under 'The Galaxy' for more info.

#### League Medallion Locations (Survey):

Carbonaceous Asteroid, Phoenix, Argos Rho  
Asteroid Cluster, Sparta, Artemis Tau  
Sharring, Theseus, Attican Beta  
Juntauma, Farinata, Hades Gamma  
Rocky Asteroid, Matano, Maroon Sea  
Wermani, Erebus, Styx Theta  
Alrumter, Yangtze, Voyager

#### League Medallion Locations (Anomaly):

Antibaar, Tereshkova, Armstrong Nebula, Prothean Ruin  
Chasca, Matano, Maroon Sea, Crate  
Binthu, Yangtze, Voyager, Prothean Pyramid

#### Salarian ID Tag Locations (Anomaly):

Casbin, Hong, Armstrong Nebula, Beacon  
Edolus, Sparta, Artemis Tau, Mummified Salarian  
Mavigon, Han, Gemini Sigma, Mummified Salarian  
Nepheron, Columbia, Maroon Sea, Mummified Salarian

## The Galaxy

### Galaxy Map

Note -- Not all of the clusters and systems in the galaxy are available from the get-go; a good number of them must be unlocked. Scroll down to the 'Unlockable Systems' section below for a complete list.

#### Argos Rho

- Hydra System
- Phoenix System

#### Armstrong Nebula

- Gagarin System
- Grissom System
- Hong System
- Tereshkova System
- Vamshi System

#### Artemis Tau

- Knossos System
- Macedon System
- Sparta System

#### Attican Beta

- Hercules System
- Theseus System

#### Exodus

- Utopia System

#### Gemini Sigma

- Han System
- Ming System

#### Hades Gamma

- Antaeus System
- Cacus System
- Dis System
- Farinata System
- Plutus System

#### Hawking Eta

- Century System

#### Horse Head Nebula

- Fortuna System
- Pax System
- Strenuus System

#### Kepler Verge

- Herschel System
- Newton System

#### Local



- Sol System

**Maroon Sea**

- Caspian System
- Matano System
- Vostock System

**Pangaea Expanse**

- Refuge System

**Sentry Omega**

- Hoc System

**Styx Theta**

- Acheron System
- Erebus System

**Voyager**

- Amazon System
- Columbia System
- Yangtze System

**Unlockable Clusters and Systems****Grissom system of the Armstrong Nebula cluster:**

Unlocked during the 'UNC: Geth Incursions' assignment.

**Han system of the Gemini Sigma cluster:**

Trigger the 'UNC: Hostile Takeover' assignment.

**Cacus system of the Hades Gamma cluster:**

Unlocked once Shepard's Paragon or Renegade meter is 80% full (4 bars).

**Dis system of the Hades Gamma cluster:**

Trigger the 'UNC: Hostile Takeover' assignment.

**Plutus system of the Hades Gamma cluster:**

Unlocked once Shepard's Paragon or Renegade meter is 80% full (4 bars).

**Fortuna system of the Horse Head Nebula cluster:**

Unlocked during the 'UNC: Hostile Takeover' assignment.

**Herschel system of the Kepler Verge:**

Trigger the 'Garrus: Find Dr. Saleon' assignment.

**Sol system of the Local cluster:**

Reach character level 20.

**Maroon Sea cluster and its systems:**

Complete the storyline mission on Feros.

**Pangaea Expanse cluster and Refuge system:**

Complete the storyline missions on Therum, Feros, Noveria, and Virmire.

**Sentry Omega system and Hoc system:**

Complete storyline missions on Therum, Noveria and Feros.

**Styx Theta cluster and its systems:**

Complete the storyline mission on Noveria.

**Columbia system of the Voyager cluster:**

Complete the 'UNC: Cerberus' assignment.

**Yangtze system of the Voyager cluster:**

Trigger the 'UNC: Cerberus' assignment.

**Argos Rho Cluster****Hydra System****Metgos****Assignment:**

Unusual Readings/UNC: Distress Call

**Minerals:**

Thorium Deposit -- UNC: Valuable Minerals (Rare Earth)

Mercury Deposit -- UNC: Valuable Minerals (Heavy Metal)

**Collectibles:**

Anomaly -- Turian Corpse -- UNC: Turian Insignias (Turian Emblem)

**Surveyable Planets**

Canrum -- UNC: Turian Insignias (Turian Emblem)

Syba -- UNC: Valuable Minerals (Gas)

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**Inactive Planets**

Theyar  
Varmalus

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**Phoenix System****Tuntau****Assignment:**

Wrex: Family Armor

**Minerals:**

Lithium Deposit -- UNC: Valuable Minerals (Light Metal)

Mercury Deposit -- UNC: Valuable Minerals (Heavy Metal)

**Collectibles:**

Anomaly -- Asari Capsule -- UNC: Asari Writings (Asari Writing)

**Surveyable Planets**

Patashi -- UNC: Valuable Minerals (Rare Earth)

Verbinok -- UNC: Valuable Minerals (Light Metal)

Carbonaceous Asteroid -- UNC: Prothean Data Discs (Prothean Artifact)

\*Scan inner asteroid belt.

**Inactive Planets**

Sylsalto

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**Gorgon System**

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## Unidentified Space Facility

### Assignment:

UNC: Depot Sigma-23

### Inactive Planets

Camaron

Sharblu

Slekon

Vectra

Wuo

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## Armstrong Nebula Cluster

### Gagarin System

### Rayingri



### Assignment:

Geth Activities/UNC: Geth Incursions (1/5 locations)

### Minerals:

Thorium Deposit -- UNC: Valuable Minerals (Rare Earth)

Polonium Deposit -- UNC: Valuable Minerals (Rare Earth)

Titanium Deposit -- UNC: Valuable Minerals (Light Metal)

### Collectibles:

Anomaly -- Crashed Escape Pod -- UNC: Locate Signs of Battle (League Medallion)

### Surveyable Planets

Antirumgon -- UNC: Valuable Minerals (Light Metal)

Junthor -- UNC: Asari Writings (Asari Writing)

## Inactive Planets

Pressha

Sogelrus

## Grissom System

### Solcrum



## Assignment:

Geth Activities/UNC: Geth Incursions (1/5 Locations)

## Minerals:

Uranium Deposit -- UNC: Valuable Minerals (Rare Earth)

Thorium Deposit -- UNC: Valuable Minerals (Rare Earth)

Magnesium Deposit -- UNC: Valuable Minerals (Light Metal)

## Collectibles:

Anomaly -- Asari Capsule -- UNC: Asari Writings (Asari Writing)

## Surveyable Planets

Benda -- UNC: Locate Signs of Battle (League Medallion)

Zaherux -- UNC: Valuable Minerals (Light Metal)

Rocky Asteroid -- UNC: Valuable Minerals (Rare Earth)

\*Scan outer asteroid belt.

## Inactive Planets

Notanban

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## Hong System

Casbin



### Assignment:

Geth Activities/UNC: Geth Incursions (1/5 Locations)

### Minerals:

Uranium Deposit -- UNC: Valuable Minerals (Rare Earth)

Samarium Deposit -- UNC: Valuable Minerals (Rare Earth)

Gold Deposit -- UNC: Valuable Minerals (Heavy Metal)

### Collectibles:

Anomaly -- Beacon -- UNC: Locate Signs of Battle (Salarian ID Tag)

Surveyable Planets

Matar -- UNC: Asari Writings (Asari Writing)

Treagir -- UNC: Valuable Minerals (Light Metal)

### Inactive Planets

Pomal

Theshaca

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## Tereshkova System

Antibaar





## Assignment:

Geth Activities/UNC: Geth Incursions (1/5 locations)

## Minerals:

Magnesium Deposit -- UNC: Valuable Minerals (Light Metal)

Mercury Deposit -- UNC: Valuable Minerals (Heavy Metal)

Lithium Deposit -- UNC: Valuable Minerals (Light Metal)

## Collectibles:

Anomaly -- Prothean Ruin -- UNC: Prothean Data Discs (Prothean Artifact)

## Surveyable Planets

Thegeuse -- UNC: Valuable Minerals (Heavy Metal)

Patamalrus -- UNC: Valuable Minerals (Heavy Metal)

Carbonaceous Asteroid -- UNC: Locate Signs of Battle (League Medallion)

\*Scan asteroid belt.

## Inactive Planets

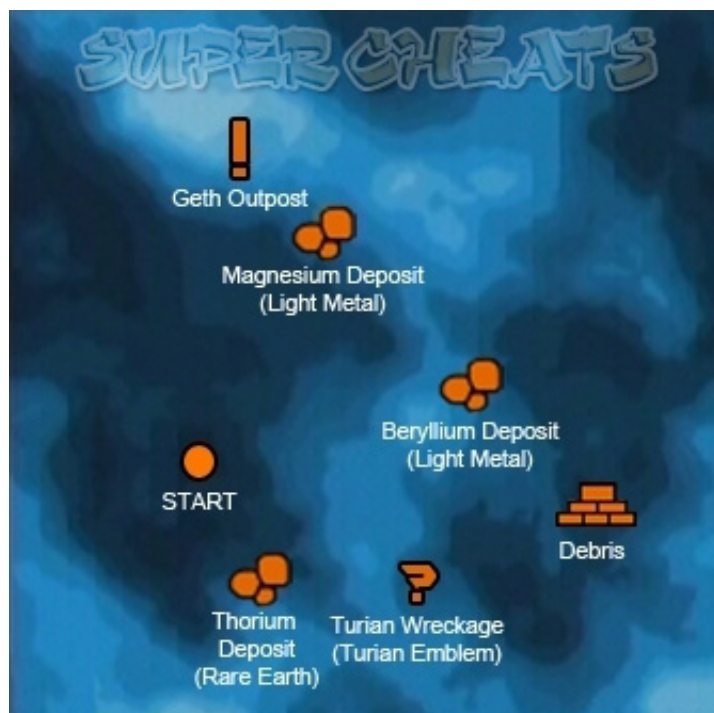
Mawinor

Solmarion

Hunsalra

## Vamshi System

## Maji



#### Assignment:

Geth Activities/UNC: Geth Incursions (1/5 locations)

#### Minerals:

Magnesium Deposit -- UNC: Valuable Minerals (Light Metal)

Beryllium Deposit -- UNC: Valuable Minerals (Light Metal)

Thorium Deposit -- UNC: Valuable Minerals (Rare Earth)

#### Collectibles:

Anomaly -- Ancient Debris -- UNC: Turian Insignias (Turian Emblem)

#### Surveyable Planets

Pregel -- UNC: Turian Insignias (Turian Emblem)

#### Inactive Planets

Almos

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### Artemis Tau Cluster

#### Knossos System

#### Therum

#### Mission: Find Liara T'Soni

\*See mission walkthrough for details.

#### Surveyable Planets

Archanes -- UNC: Valuable Minerals (Gas)

Metallic Asteroid -- UNC: Valuable Minerals (Heavy Metal)

\*Scan inner asteroid belt.

Carbonaceous Asteroid -- UNC: Locate Signs of Battle (League Medallion)

\*Scan outer asteroid belt.

## Inactive Planets

Zakros

Phaistos

Armeni

## Macedon System

### Sharjila



### Assignment:

UNC: Asari Diplomacy

### Minerals:

Thorium Deposit -- UNC: Valuable Minerals (Rare Earth)

Uranium Deposit -- UNC: Valuable Minerals (Rare Earth)

Magnesium Deposit -- UNC: Valuable Minerals (Light Metal)

### Collectibles:

Anomaly -- Asari Capsule -- UNC: Asari Writings (Asari Writing)

### Surveyable Planets

Fargeluse -- UNC: Valuable Minerals (Gas)

Porolan -- UNC: Asari Writings (Asari Writing)

Metallic Asteroid -- UNC: Valuable Minerals (Light Metal)

### Inactive Planets

Patavig

## Sparta System

Edolus



### Assignment:

UNC: Missing Marines

### Minerals:

Lithium Deposit -- UNC: Valuable Minerals (Light Metal)

Palladium Deposit -- UNC: Valuable Minerals (Heavy Metal)

Polonium Deposit -- UNC: Valuable Minerals (Rare Earth)

### Collectibles:

Anomaly -- Mummified Salarian -- UNC: Locate Signs of Battle (Salarian ID Tag)

### Surveyable Planets

Ontamalca -- UNC: Valuable Minerals (Gas)

Alsages -- UNC: Valuable Minerals (Rare Earth)

Asteroid Cluster -- UNC: Prothean Data Discs (Prothean Artifact)

\*Scan inner asteroid belt

### Inactive Planets

Temanre

Altaaya

## Attican Beta Cluster

## Hercules System

### Eletania



#### Assignment:

UNC: Lost Module

#### Minerals:

Gold Deposit -- UNC: Valuable Minerals (Heavy Metal)

Palladium Deposit -- UNC: Valuable Minerals (Heavy Metal)

#### Surveyable Planets

Syided -- UNC: Locate Signs of Battle (League Medallion)

Zatorus -- UNC: Valuable Minerals (Heavy Metal)

#### Inactive Planets

Xanthorron

## Theseus System

### Feros

#### Mission: Feros: Geth Attack

\*See mission walkthrough for details.

#### Surveyable Planets

Sharring -- UNC: Prothean Data Discs (Prothean Artifact)

Quana -- UNC: Valuable Minerals (Light Metal)

#### Inactive Planets

Sytan

Logan

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## Exodus Cluster

### Utopia System

### Eden Prime

#### Mission: Prologue

\*See mission walkthrough for details.

#### Inactive Planets

Arcadia

Zion

Xanadu

Nirvana

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## Gemini Sigma Cluster

### Han System

### Mavigon



#### Assignment:

UNC: Hostile Takeover (1/2 locations)

#### Minerals:

Gold Deposit -- UNC: Valuable Minerals (Heavy Metal)

Cobalt Deposit -- UNC: Valuable Minerals (Light Metal)



**Collectibles:**

Anomaly -- Mummified Salarian -- UNC: Locate Signs of Battle (Salarian ID Tag)

**Surveyable Planets**

Paravin -- UNC: Asari Writings (Asari Writing)

Patatanlis -- UNC: Valuable Minerals (Light Metal)

**Inactive Planets**

Farcrothu

Huningto

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**Ming System****MSV Worthington****Assignment:**

UNC: Lost Freighter

**Surveyable Planets**

Altanorch -- UNC: Locate Signs of Battle (League Medallion)

Parag -- UNC: Valuable Minerals (Light Metal)

**Inactive Planets**

Antiroprus

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**Hades Gamma Cluster****Antaeus System****Trebin**

**Assignment:**

UNC: Missing Survey Team

**Minerals:**

Plutonium Deposit -- UNC: Valuable Minerals (Rare Earth)

Uranium Deposit -- UNC: Valuable Minerals (Rare Earth)

**Collectibles:**

Anomaly -- Ancient Debris -- UNC: Turian Insignias (Turian Emblem)

**Surveyable Planets**

Edmos -- UNC: Valuable Minerals (Gas)

Ploba -- UNC: Asari Writings (Asari Writing)

Vemal -- UNC: Valuable Minerals (Rare Earth)

**Inactive Planets**

Ageko

Hunidor

---

**Cacus System****Chohe****Assignment:**

UNC: Besieged Base

**Minerals:**

Plutonium Deposit -- UNC: Valuable Minerals (Rare Earth)

Mercury Deposit -- UNC: Valuable Minerals (Heavy Metal)

**Collectibles:**

Anomaly -- Locked Crate/Technician Kit/Secure Wall Safe -- UNC: Asari Writings (Asari Writing x3)

## Surveyable Planets

Faringor -- UNC: Valuable Minerals (Rare Earth)

Zayarter -- UNC: Valuable Minerals (Heavy Metal)

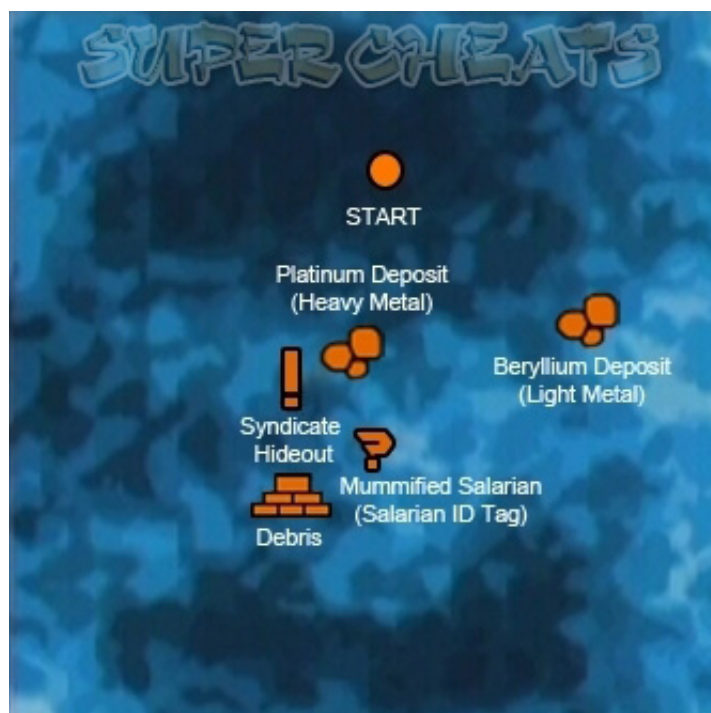
## Inactive Planets

Treyarmus

Xamarri

## Dis System

### Klensal



## Assignment:

UNC: Hostile Takeover (1/2 locations)

## Minerals:

Platinum Deposit -- UNC: Valuable Minerals (Heavy Metal)

Beryllium Deposit -- UNC: Valuable Minerals (Light Metal)

## Collectibles:

Anomaly --Mummified Salarian -- UNC: Locate Signs of Battle (League Medallion)

## Surveyable Planets

Nearrum -- UNC: Valuable Minerals (Light Metal)

Raysha -- UNC: Turian Insignias (Turian Emblem)

Metallic Asteroid -- UNC: Valuable Minerals (Light Metal)

\*Scan the asteroid belt.

### Inactive Planets

Jartar

Gremar

### Farinata System

#### MSV Ontario

#### Assignment:

UNC: Hostage

#### Surveyable Planets

Juntauma -- UNC: Prothean Data Discs (Prothean Artifact)

Nepneu -- UNC: Valuable Minerals (Rare Earth)

Rocky Asteroid: --Metallic Asteroid -- UNC: Valuable Minerals (Light Metal)

\*Scan the inner asteroid belt

### Inactive Planets

Tunshagon

### Plutus System

#### Nonuel



#### Assignment:

UNC: The Negotiation

#### Minerals:

Titanium Deposit -- UNC: Valuable Minerals (Light Metal)

Samarium Deposit -- UNC: Valuable Minerals (Rare Earth)

**Collectibles:**

Anomaly -- Crate -- UNC: Asari Writings (Asari Writing)

Anomaly -- Mercenary Corpse -- UNC: Locate Signs of Battle (League Medallion)

**Surveyable Planets**

Clocrolis -- UNC: Valuable Minerals (Rare Earth)

Mingito -- UNC: Valuable Minerals (Rare Earth)

**Inactive Planets**

Maidla

Veyaria

---

**Hawking Eta Cluster****Century System****Presrop****Assignment:**

Strange Transmission /UNC: Major Kyle

\*Biotic Compound

**Minerals:**

Gold Deposit -- UNC: Valuable Minerals (Heavy Metal)

Uranium Deposit -- UNC: Valuable Minerals (Rare Earth)

**Collectibles:**

Anomaly -- Ancient Debris -- UNC: Turian Insignias (Turian Emblem)



## Surveyable Planets

Tharopto -- UNC: Locate Signs of Battle (League Medallion)

Canctra -- UNC: Valuable Minerals (Light Metal)

Metallic Asteroid -- UNC: Valuable Minerals (Heavy Metal)

\*Scan asteroid belt.

## Inactive Planets

Tamahera

## Horse Head Nebula Cluster

### Fortuna System

### Amaranthine



## Assignment:

UNC: Hostile Takeover

## Minerals:

Iridium Deposit -- UNC: Valuable Minerals (Heavy Metal)

Thorium Deposit -- UNC: Valuable Minerals (Rare Earth)

Uranium Deposit -- UNC: Valuable Minerals (Rare Earth)

## Collectibles:

Anomaly: --Ancient Debris -- UNC: Turian Insignias (Turian Emblem)

## Surveyable Planets

Maganlis -- UNC: Turian Insignias (Turian Emblem)

Therumion -- UNC: Valuable Minerals (Rare Earth)



## Inactive Planets

Wentania

## Pax System

Noveria

### Mission: Noveria: Geth Interest

\*See mission walkthrough for details.

## Surveyable Planets

Veles -- UNC: Asari Writings (Asari Writing)

## Inactive Planets

Svarog

Morana

## Strenuous System

Xawin



### Assignment:

UNC: Privateers

### Minerals:

Palladium Deposit -- UNC: Valuable Minerals (Heavy Metal)

Cobalt Deposit -- UNC: Valuable Minerals (Light Metal)

Iridium Deposit -- UNC: Valuable Minerals (Heavy Metal)

### Collectibles:

Anomaly --Ancient Debris -- UNC: Turian Insignias (Turian Emblem)

### Surveyable Planets

Yunthori -- UNC: Locate Signs of Battle (League Medallion)

Antitarra -- UNC: Valuable Minerals (Gas)

MSV Majesty -- Scan: Unlock Xawin.

\*Scan the area left of planet Xawin to find 'Unknown.'

### Inactive Planets

Trelyn

Thesalgon

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### Kepler Verge

### Herschel System

### MSV Fedele

### Assignment:

Garus: Dr. Saleon

### Surveyable Planets

Rocky Asteroid -- UNC: Valuable Minerals (Heavy Metal)

\*Scan asteroid belt.

### Inactive Planets

Tungel

Clobaka

Matol

Clugon

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### Newton System

### Ontarom

### Assignment:

Doctor at Risk/UNC: Dead Scientists

### Minerals:

Palladium Deposit -- UNC: Valuable Minerals (Heavy Metal)

Gold Deposit -- UNC: Valuable Minerals (Heavy Metal)

### Collectibles:

Anomaly --Turian Corpse -- UNC: Turian Insignias (Turian Emblem)

### Surveyable Planets

Juncro -- UNC: Valuable Minerals (Gas)

Klencory -- UNC: Asari Writings (Asari Writing)

### Inactive Planets

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Sesmose

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Local Cluster

Sol System

Luna



**Assignment:**

UNC: Rogue VI

\*Alliance Training Ground

**Inactive Planets**

Mercury

Venus

Earth

Mars

Jupiter

Saturn

Uranus

Neptune

Pluto

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Maroon Sea Cluster

Caspian System

MSV Cornucopia

**Assignment:**

UNC: Derelict Freighter

## Surveyable Planets

Antida -- UNC: Turian Insignias (Turian Emblem)

Clotanca -- UNC: Valuable Minerals (Heavy Metal)

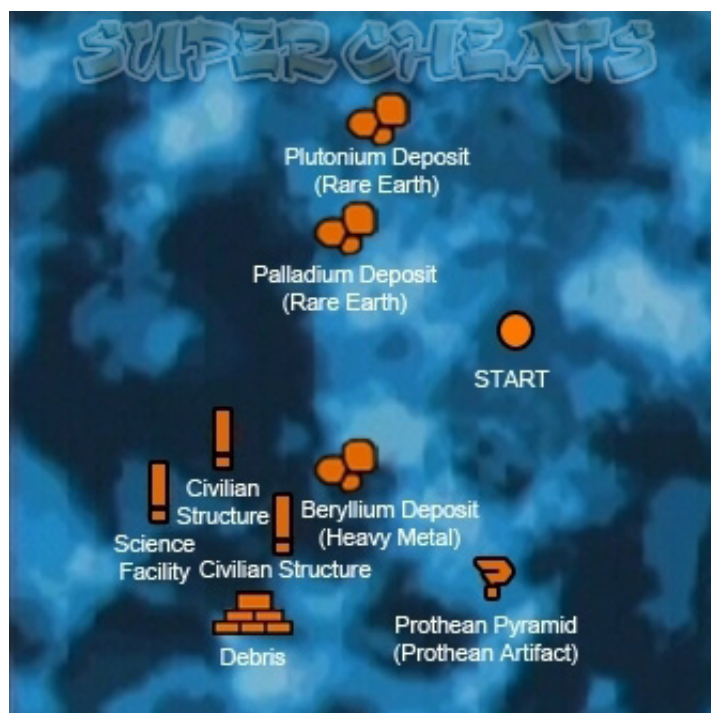
Farnuri -- UNC: Valuable Minerals (Heavy Metal)

## Inactive Planets

Almacrux

## Matano System

Chasca



## Assignment:

Investigate Samples

## Minerals:

Beryllium Deposit -- UNC: Valuable Minerals (Light Metal)

Plutonium Deposit -- UNC: Valuable Minerals (Rare Earth)

Palladium Deposit -- UNC: Valuable Minerals (Heavy Metal)

## Collectibles:

Anomaly -- Crate -- UNC: Prothean Data Discs (Prothean Artifact)

## Surveyable Planets

Supay -- UNC: Valuable Minerals (Light Metal)

Metallic Asteroid -- UNC: Valuable Minerals (Heavy Metal)

\*Scan inner asteroid belt.

Rocky Asteroid -- UNC: Prothean Data Discs (Prothean Artifact)

\*Scan outer asteroid belt.

### Inactive Planets

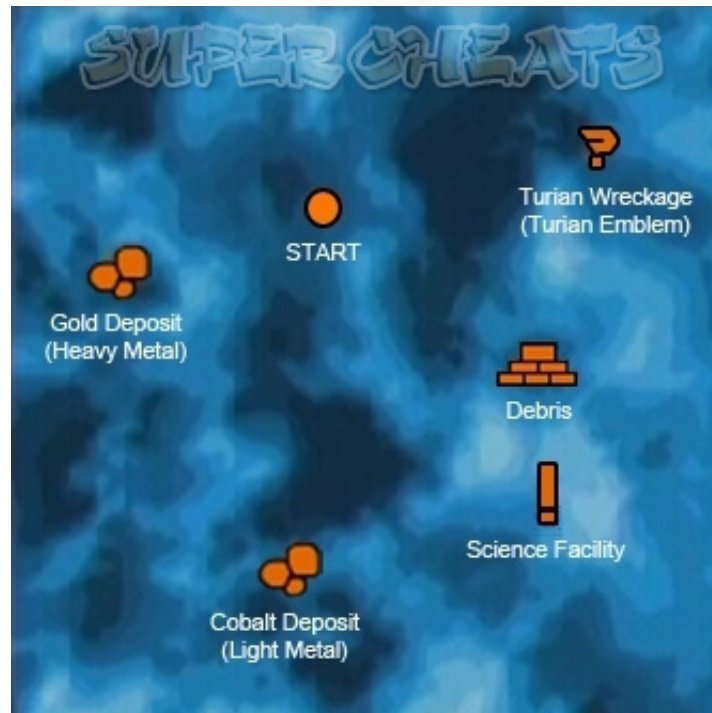
Apo

Inti

Illapa

### Vostock System

Nodacrux



### Assignment:

Investigate Facility/UNC: ExoGeni Facility

### Minerals:

Gold Deposit -- UNC: Valuable Minerals (Heavy Metal)

Cobalt Deposit -- UNC: Valuable Minerals (Light Metal)

### Collectibles:

Anomaly -- Turian Wreckage -- UNC: Turian Insignias (Turian Emblem)

### Surveyable Planets

Pataiton -- UNC: Asari Writings (Asari Writing)

Metallic Asteroid -- UNC: Valuable Minerals (Heavy Metal)

\*Scan asteroid belt.

### Inactive Planets

Alko

Clomarthu

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## Pangaea Expanse

### Refuge System

Ilos

#### **Mission: Race Against Time/Ilos: The Conduit**

\*See mission walkthrough for details.

#### **Inactive Planets**

Agetoton

Zafe

---

## Sentry Omega Cluster

### Hoc System

Virmire

#### **Mission:**

Virmire

\*See mission walkthrough for details.

#### **Inactive Planets**

Jarfor

Nemata

Cloroplon

Prescyla

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## Styx Theta Cluster

### Acheron System

Altahe



**Assignment:**

UNC: Listening Post Theta

**Minerals:**

Samarium -- UNC: Valuable Minerals (Rare Earth)

Gold Deposit -- UNC: Valuable Minerals (Heavy Metal)

**Collectibles:**

Anomaly --Asari Capsule -- UNC: Asari Writings (Asari Writing)

**Surveyable Planets**

Carbonaceous Asteroid -- UNC: Turian Insignias (Turian Emblem)

\*Scan asteroid belt.

**Inactive Planets**

Farthorl

Imaneya

Grosalgen

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Erebus System

Nepmos



#### Assignment:

UNC: Listening Post Alpha

#### Minerals:

Palladium Deposit -- UNC: Valuable Minerals (Heavy Metal)

Titanium Deposit -- UNC: Valuable Minerals (Light Metal)

Uranium Deposit -- UNC: Valuable Minerals (Rare Earth)

#### Collectibles:

Anomaly -- Buried Safebox -- UNC: Locate Signs of Battle (League Medallion)

#### Surveyable Planets

Wermani -- UNC: Prothean Data Discs (Prothean Artifact)

Quaji -- UNC: Valuable Minerals (Heavy Metal)

#### Inactive Planets

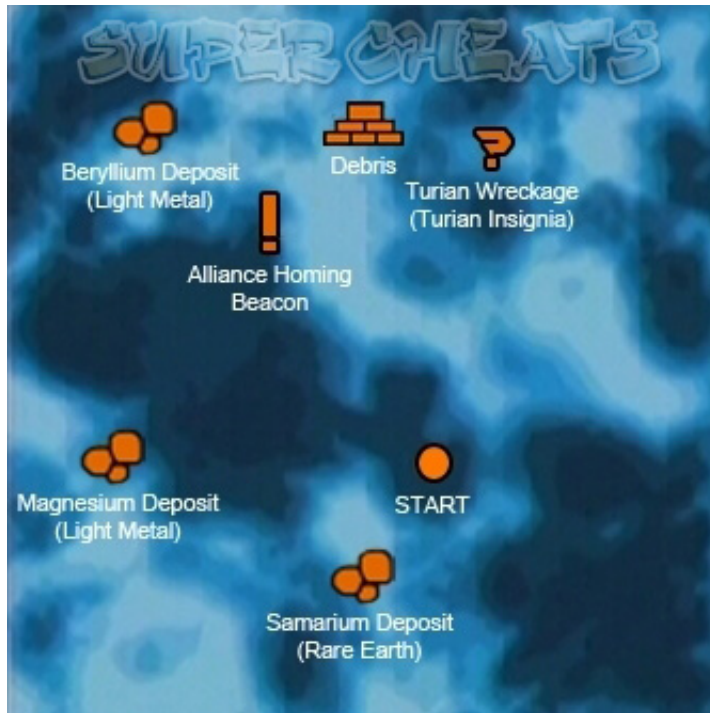
Chofen

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Voyager Cluster

Amazon System

Agebinium



## Assignment:

Investigate Shipments/UNC: Espionage Probe

## Minerals:

Beryllium Deposit -- UNC: Valuable Minerals (Light Metal)

Samarium Deposit -- UNC: Valuable Minerals (Rare Earth)

Magnesium Deposit -- UNC: Valuable Minerals (Light Metal)

## Collectibles:

Anomaly -- Scavenger Corpse -- UNC: Turian Insignias (Turian Emblem)

## Surveyable Planets

Sondema -- UNC: Valuable Minerals (Rare Earth)

Sybin -- UNC: Turian Insignias (Turian Emblem)

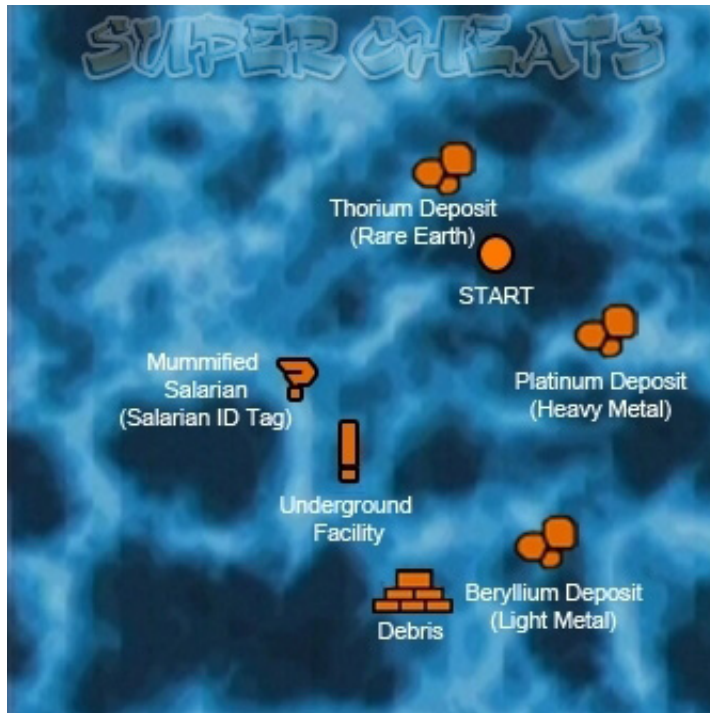
Tremar -- UNC: Valuable Minerals (Gas)

## Inactive Planets

Derneuca

## Columbia System

## Nepheron



#### Assignment:

UNC: Hades' Dogs

#### Minerals:

Beryllium Deposit -- UNC: Valuable Minerals (Light Metal)

Platinum Deposit -- UNC: Valuable Minerals (Heavy Metal)

Thorium Deposit -- UNC: Valuable Minerals (Rare Earth)

#### Collectibles:

Anomaly -- Mummified Salarian -- UNC: Locate Signs of Battle (Salarian ID Tag)

#### Surveyable Planets

Gromar -- UNC: Locate Signs of Battle (League Medallion)

Ontaheter -- UNC: Valuable Minerals (Rare Earth)

#### Inactive Planets

Clojia

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### Yangtze System

**Binthu**

**Assignment:**

UNC: Cerberus

**Minerals:**

Palladium Deposit -- UNC: Valuable Minerals (Heavy Metal)

Uranium Deposit -- UNC: Valuable Minerals (Rare Earth)

**Collectibles:**

Anomaly --Prothean Pyramid -- UNC: Prothean Data Discs (Prothean Artifact)

**Surveyable Planet**

Alrumter -- UNC: Prothean Data Discs (Prothean Artifact)

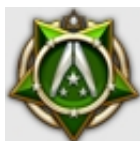
Dregir -- UNC: Valuable Minerals (Light Metal)

Patajiri -- UNC: Valuable Minerals (Rare Earth)

**Inactive Planet**

Renshato

## Xbox 360 Achievements



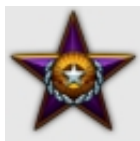
### 1. Medal of Honor

Complete 1 Mass Effect Playthrough on any setting.  
100 points



### 2. Medal of Heroism

Complete Feros.  
25 points



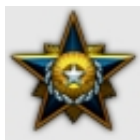
### 3. Distinguished Service Medal

Complete Eden Prime.  
25 points



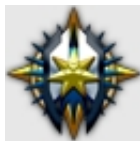
### 4. Council Legion of Merit

Complete Virmire.  
25 points



### 5. Honorarium of Corporate Service

Complete Noveria.  
25 points



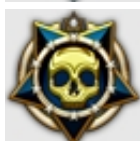
### 6. Long Service Medal

Complete 2 Mass Effect Playthroughs on any setting.  
25 points



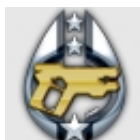
### 7. Distinguished Combat Medal

Complete 1 playthrough on the Hardcore difficulty setting.  
Do not change the setting.  
25 points



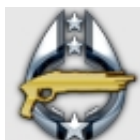
### 8. Medal of Valor

Complete 1 playthrough on the Insanity difficulty setting.  
Do not change the setting.  
50 points



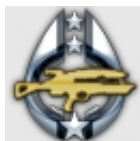
### 9. Pistol Expert

Register 150 Pistol Kills.  
10 points



### 10. Shotgun Expert

Register 150 Shotgun Kills.  
15 points



### 11. Assault Rifle Expert

Register 150 Assault Rifle Kills.  
15 points

### 12. Sniper Expert

Register 150 Sniper Rifle Kills.  
15 points



**13. Lift Mastery**

Use biotic Lift 75 times.

15 points

**14. Throw Mastery**

Use biotic Throw 75 times.

15 points

**15. Warp Mastery**

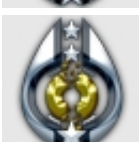
Use biotic Warp 75 times.

15 points

**16. Singularity Mastery**

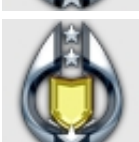
Use biotic Singularity 75 times.

15 points

**17. Barrier Mastery**

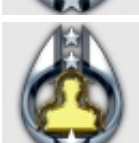
Use biotic Barrier 75 times.

15 points

**18. Stasis Mastery**

Use biotic Stasis 75 times.

15 points

**19. Damping Specialist**

Use Damping Field 75 times.

15 points

**20. AI Hacking Specialist**

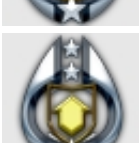
Use AI Hacking 75 times.

15 points

**21. Overload Specialist**

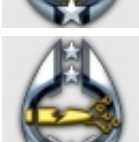
Use Shield Overload 75 times.

15 points

**22. Sabotage Specialist**

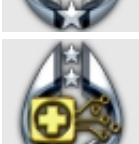
Use Sabotage 75 times.

15 points

**23. First Aid Specialist**

Use Medi-gel 150 times.

15 points

**24. Neural Shock Specialist**

Use Neural Shock 75 times.

15 points



**25. Scholar**

Find all primary Alien: Council Races, Extinct Races and Non-Council Races codex entries.

25 points



**26. Completionist**

Complete the majority of the game.

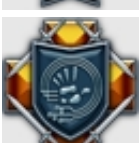
25 points



**27. Tactician**

Complete playthrough with shield damage greater than health damage.

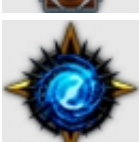
25 points



**28. Medal of Exploration**

Land on an uncharted world.

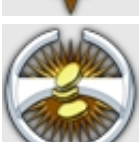
50 points



**29. Rich**

Exceed 1,000,000 Credits .

25 points



**30. Dog of War**

Register 150 organic enemy kills.

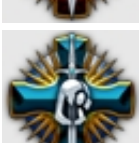
25 points



**31. Geth Hunter**

Register 250 synthetic enemy kills.

25 points



**32. Soldier Ally**

Complete the majority of the game with the Alliance soldier squad member.

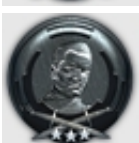
20 points



**33. Sentinel Ally**

Complete the majority of the game with the Alliance sentinel squad member.

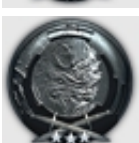
20 points



**34. Krogan Ally**

Complete the majority of the game with the krogan squad member.

20 points



**35. Turian Ally**

Complete the majority of the game with the turian squad member.

20 points



**36. Quarian Ally**

Complete the majority of the game with the quarian squad member.



20 points



**37. Asari Ally**

Complete the majority of the game with the asari squad member.

20 points



**38. Power Gamer**

Reach 50th level with one character.

20 points



**39. Extreme Power Gamer**

Reach 60th level with one character.

50 points



**40. Renegade**

Accumulate 75% of total Renegade points.

15 points



**41. Paragon**

Accumulate 75% of total Paragon points.

15 points



**42. Paramour**

Complete any romance subplot.

10 points



**43. Spectre Inductee**

Become a Spectre.

15 points



**44. Charismatic**

Use Charm or Intimidate to resolve an impossible situation.

10 points



**45. Search and Rescue**

Find and rescue Liara T'Soni in the Artemis Tau cluster.

10 points