

# Contents

Control Scheme	
Wii U GamePad Controls	
Single Player	
The Main Menu	
Starting a New Game	
Mission Computer	
2D Level Maps	0
Squad Screen	1
The Game Journal	4
The HUD	5
Basic Controls	7
Cover Use	8
Squad Commands	0
Powers	2
Weapons, Mods, and Armor	4
Galaxy Map	7
Multiplayer	1
Galaxy at War	1
The Multiplayer Menu	3
Joining or Creating a Game	4
Missions	5
Multiplayer Lobby	8
Character Screen	1
Reinforcement Packs	2
The HUD	4
Tips and Help	6
Combat Tips	6
Enemy Tips	6
Power Tips	8
Weapon Tips	1

# Complete Controls

**NOTE:** You can also play *Mass Effect™ 3 Special Edition* exclusively on the Wii U GamePad, without the need for a TV. At any time press and hold the - Button for three seconds to enter or exit play on the Wii U GamePad.

# **Control Scheme**

The following controls are for both the Wii U GamePad™ and the Wii U™ Pro Controller.

Movement	Left Stick
90° cover turn	Press the Left Stick
Camera	Right Stick
Navigation	Press the Left Stick/press the Right Stick/ Touch Screen
Reload weapon	<b>Y</b> Button (tap)
Switch weapon	<b>Y</b> Button (hold)
Use/Take cover	<b>A</b> Button (tap)
Quick vault	<b>A</b> Button (tap twice)
Storm	<b>A</b> Button (hold)
Melee	<b>B</b> Button
Heavy melee	<b>B</b> Button (hold)
Mapped power	<b>X</b> Button
Power Wheel	<b>R</b> Button (hold)
Weapon Wheel	<b>L</b> Button (hold)
Select weapon/power	L Button (hold for weapons)/ R Button (hold for powers), move the Left Stick to highlight an item, press the A Button to select, and release the L Button/R Button

# **Control Scheme (Cont.)**

Shoot	<b>ZR</b> Button
Mission computer	+ Button
Quick save	- Button (tap)
Mapped power	<b>R</b> Button (tap)
Tight aim	<b>ZL</b> Button (hold)
Squad attack	Up on the +Control Pad
Squadmate 1 move/attack	Left on the +Control Pad
Rally	Down on the +Control Pad
Squadmate 2 move/attack	Right on the +Control Pad

# Wii U GamePad Controls

The following controls are for the Wii U GamePad only.

Rally	Double-tap the Player icon on the Touch Screen
Map pan	Touch and drag an unoccupied area of the 2D level maps
Zoom in and out/switch compass mode to follow player or remain stationary	Use the touch controls on the bottom of the 2D level map screen
Switch between TV + Wii U GamePad mode and Wii U GamePad only mode	- Button (hold)
Squadmate control	Touch a squadmate on the Touch Screen and drag them to a new location
Squadmate attack	Touch the desired squadmate, and then drag them to the enemy you want them to attack
Power Wheel shortcuts	Press the + Button to open the Pause menu, then touch a power and drag it to the side bar to create a shortcut for use during gameplay
Citadel and Normandy maps	While aboard the Citadel or Normandy, touch a level number to view that level's 2D map and persons of interest

# Single Player

# The Main Menu



The main menu contains the following items the first time you play.

- New Game
- Multiplayer
- Extras

After you've started a game, this menu also includes Resume and Load Game menu options. Resume loads your most recently saved game.

## **New Game**

Choose from two options when starting a new game:

Male Create a new male character.

**Female** Create a new female character.

#### **Load Game**

After starting a Mass Effect™ 3 Special Edition career, select LOAD GAME to continue your game, replay from an earlier save point, or switch to another active career. Careers are created each time you start a new game. Within each career you will find:

**Restart Mission** Restart your current mission.

**Autosave** Resume your game from the latest checkpoint.

Autosave is enabled by default in the options menu. The autosave is updated as you progress through the

game and hit checkpoints.

**Saves/Quick Saves** Numbered saves are created when you manually save

the game.

You can also resume your game by selecting RESUME on the game's opening screen. This loads your most recently saved game.

## Multiplayer

Select MULTIPLAYER to launch co-op missions with up to three friends.

Please see the multiplayer section of this manual for additional instructions.

#### **Extras**

The Extras menu contains the following:

**Accomplishments** View medals you've been awarded for accomplishing

set goals.

**Options** Set gameplay, narrative, controls, graphics, sound, and

online options.

Credits Watch the game's credits.

Game Manual Read the in-game manual.

# **Starting a New Game**

With the discovery of a network of ancient cosmic relays in the 21st century, humanity was thrust into a universe teeming with alien life. At its heart lay the Citadel, the galactic capital for all space-faring races. It had once been inhabited by a species known as the Protheans, who mysteriously vanished 50,000 years ago, leaving behind warnings of a godlike race of machines that had destroyed them. This enemy had a name—the Reapers—and the warnings claimed they would return again to harvest organic life in a never-ending cycle of destruction.

One soldier chose to heed those warnings. In 2183, Commander Shepard, captain of the Alliance warship Normandy, destroyed the vanguard of the next Reaper invasion in a fierce battle for the Citadel. But Shepard's victory was only temporary. A vast Reaper armada remained, patiently waiting in the voids of dark space to launch their next attack.

Two years later, Shepard was mortally wounded during a surprise attack on the Normandy. Cerberus, a pro-human terrorist organization, recovered and resurrected Shepard. Led by the shadowy Illusive Man, Cerberus recognized that the Reapers would soon threaten humanity. Enlisting Shepard's help, along with a colorful crew of scientists, soldiers, and outlaws, the Normandy launched a suicide mission beyond the fabled Omega 4 relay to once again confront the Reaper menace. Yet even this triumph was only a delaying action in a much bigger war—a war threatening to engulf the entire Milky Way…

## **ME3 Experience Type**

There are three ways to play *Mass Effect 3 Special Edition*. You must select one of the following options when starting a new game, but you can also adjust combat difficulty and conversation mode in the options menu after starting a game:

**Action** An experience that focuses on combat. Conversations

play as cutscenes automatically.

**Role Playing** The core *Mass Effect 3 Special Edition* experience with

full narrative choice and challenging combat.

**Story** An experience that focuses on narrative. Combat helps

tell the story but does not offer a significant challenge.

#### **Character Creation**

After selecting Commander Shepard's gender and the Role Playing or Story experience types, you enter the Alliance Headquarters Active Duty Reactivation Protocol. From here you experience an interactive history of your Commander Shepard (see below) and can choose between default options or customize the following:

- First Name
- Appearance
- Military Class
- Personal History
- Service History

Until you confirm your selections on the Review screen, you can return to the previous screens to change Shepard's characteristics.

Choosing the Action experience type jumps you straight into the game, skipping these screens. By default, Shepard was born on Earth, was the sole survivor of a failed mission years ago, and takes the default appearance.

## **Mass Effect Genesis 2**

During character creation, an interactive comic plays. Create your Commander Shepard's back-story based on previous events in the *Mass Effect* universe through story choices in the comic.

# **Mission Computer**



The Mission Computer is the in-game menu. To access the Mission Computer, press the + Button after gaining full control of Commander Shepard in the game. Exit the Mission Computer and return to the game by pressing the **B** Button. Select a menu option in the Mission Computer by highlighting it and pressing the **A** Button.

**NOTE:** All controls listed in this manual are based on the default control setting To change your controls, go to Options under the Extras menu.

#### **Journal Menu**

Go to the Journal menu to view your progress, review your mission's objectives, and read codex entries about the *Mass Effect 3 Special Edition* universe.

For more information on the Journal, see the section in this manual entitled Game Journal.

## **Map Menu**

The map is accessible on the Normandy or Citadel to help guide Shepard when not on a critical mission. This option is grayed out in the Mission Computer when in areas where a map is not available.

Press the Right Stick to access the map while playing.

# **Options Menu**

Customize your Mass Effect 3 Special Edition experience in the Options menu.

**Gameplay** Adjust difficulty, auto level-up, squadmate power use,

autosaves, hints, and action icons.

**Narrative** Adjust conversation mode, subtitles, and other options.

**Controls** Adjust and customize how you control the game.

**Graphics** Adjust video settings.

**Sound** Adjust music, sound effects, and dialog settings.

**Online** Adjust online options.

## **Other Menus**

There are three other options available on the Mission Computer.

**Save** Save your progress at your current position. This

option is grayed out in areas where saving the game

is not possible.

**Load** Load a previously saved game.

**Main Menu** Quit your current game and return to

Mass Effect 3 Special Edition's main menu.

# **2D Level Maps**

Each single player map has a matching 2D level map available on the Wii U GamePad's Touch Screen. On the Touch Screen, you can see enemy positions and navigate through the level without having to pause the game.

# **Squad Screen**



Select SQUAD on the Mission Computer to review the powers available to Commander Shepard and squadmates. As you level up and gain points, you can spend them here to upgrade your powers.

## **Squadmate Powers**



View the powers of the squadmates currently active in your party by pressing the **ZL** Button or the **ZR** Button.

## **Navigating Powers**

Press up/down on the +Control Pad or move the Left Stick up/down to select an unlocked power and press the **A** Button to start spending points in the power's tree.

Your points are tallied on the upper-right of the screen. Powers available for upgrade are in blue. Grayed-out powers are locked until Shepard or the selected squadmate reaches a higher level.

Press the **Y** Button to have powers automatically upgraded for you. Permanently set automatic power upgrades by adjusting the Auto Level-Up setting in the Options/Gameplay menu off the Mission Computer.

## **Purchasing and Evolving Powers**



Upgrade a power by highlighting the leftmost icon and pressing the **A** Button. Everything to the right of the leftmost icon, the Rank 1 section, are upgrades and can also be evolved with the points tallied on the upper-right of the screen. A Rank 2 upgrade costs two points, Rank 3 costs three, and so on. If you have enough points, you can evolve multiple upgrades at once.

Each upgrade must be evolved in order from left to right, but at Rank 4, the chain splits in two. From here, you can only choose one upgrade per rank, so review your options carefully before locking in a choice.

Undo your changes at any point before leaving the Squad screen by pressing the **X** Button. Returning to the Mission Computer by pressing the **B** Button twice locks in your choices.

# **Reputation Indicator**



The bar on the left-hand side of the main Squad screen shows Shepard's reputation. When the reputation bar reaches certain thresholds, new dialog options are unlocked.

As you choose Renegade (red) or Paragon (blue) actions in dialog, the reputation bar grows. You need not stick to one or the other to earn reputation points.

A Paragon Shepard tends to be compassionate and heroic, and a Renegade Shepard tends toward calculated and ruthless behavior.

# The Game Journal



Select the Journal on the Mission Computer to check your progress, review your mission summary and objectives, and learn about the *Mass Effect 3 Special Edition* universe.

# **Mission Summary**

Review your current objectives in the Mission Summary tab. Return to this screen when you have forgotten what to do next.

### **Codex Entries**

Review the galactic codex to learn about the *Mass Effect 3 Special Edition* universe, its people, places, technology, and history.

Primary codex entries are narrated. Secondary codex entries are text-only.

# The HUD



The HUD, short for Heads-Up Display, is the collection of icons and status bars you see on the edges of the screen as you play the game. In Mass Effect 3 Special Edition, there are five HUDs to keep an eye on.

### **Shield Bar**

Monitor your shield level by checking the blue bar on the bottom of the screen. When this bar is full, shields prevent the brunt of an attack from affecting your health. As attacks are absorbed by the shield, it is reduced in strength. When the shield bar is depleted, incoming attacks affect your health bar instead.

Shields take several seconds to recharge and regenerate. Any damage taken during this recharge period stops the process. A shattered shield takes longer to regenerate than a partially depleted shield.

14 15

#### **Health Bar**

Health is represented by the red bar broken into five segments that's tucked underneath the blue shield bar on the bottom of the screen.

When you are attacked while the shield bar is depleted, the rightmost red segment of the health bar starts turning gray. Only First Aid can regenerate a fully depleted bar of health. A health segment that is only partially reduced regenerates on its own if you can get to cover and avoid further damage.

You die if you lose all five health segments!

#### **Power Cooldown Indicator**

Some powers require energy to use. The time it takes before you can use a power again is called cooldown. Cooldown periods vary, depending on the power.

When cooldown is in effect, two red semicircles appear on either side of the targeting reticle at the center of the screen. Cooldown time can be judged by the distance between the two semicircles. When these come together and merge, cooldown is complete, and you can use powers again.

#### **Ammo Indicator**

Weapons use heat-sink technology to enable rapid, devastating firepower. When a clip's worth of heat accumulates in the sink, it is ejected from the weapon. Running out of heat sinks is effectively the same as running out of ammo.

Keep track of your heat-sink inventory on the bottom-left of the screen. The bottom number indicates how many shots the current heat sink has left, and the top number shows you the total number of shots the entire inventory of heat sinks has left. When a weapon runs out of sinks, No Ammo displays just below the targeting reticle, and you'll have to find new cylinders for the weapon or switch to an already-loaded weapon.

## **Squadmate Status**

There are two portraits of Shepard's current squadmates below the shield bar on the bottom of the screen. The icon beside each portrait shows the last power the squadmate used and its current cooldown status.

A squadmate's portrait flashes red when they take damage, and if they become incapacitated, the portrait fades to gray.

# **Basic Controls**

This chapter covers basic combat controls and is intended for players new to Mass Effect 3 Special Edition.

#### **Movement**

Move with the Left Stick.

#### **Camera Control**

Move the Right Stick to look around.

# **Tight Aim**

Hold the **ZL** Button to accurately aim your weapon.

### **Fire and Reload**

To fire a weapon, press the **ZR** Button. To reload, press the **Y** Button.

## **Switch Weapons**

Switch to the previous weapon held by pressing and holding the Y Button.

## **Weapon Wheel**

To bring up the Weapon Wheel, hold the **L** Button. This interface allows you to choose weapons for Shepard and squadmates from their inventories.

The game pauses while the Weapon Wheel is open.

#### **Powers**

To bring up the Power Wheel, hold the **R** Button. Select a power with the Left Stick and press the **A** Button to confirm. For further instructions on how to use powers, please see *Powers* on page 22.

**NOTE:** In multiplayer, there is no Power Wheel. Instead, each multiplayer kit can have a maximum of three active powers (as opposed to passive powers) and these powers are linked to the **X** Button, **R** Button, and **L** Button.

#### Melee

To perform a basic melee attack, press the **B** Button while standing close to an enemy.

To perform a heavy melee attack, hold the **B** Button while standing close to an enemy. Each character class has a unique heavy melee attack.

To perform melee combos, press the **B** Button repeatedly while standing close to an enemy.

#### Storm

To run, hold the A Button while moving forward.

#### Evade

To dodge attacks and projectiles or to get out of cover quickly, move with the Left Stick and press the **A** Button.

## **Cover Use**

Use cover objects to hold out against tough enemies. Using cover is essential when playing on harder difficulty levels.

Accuracy is improved when leaning out of cover to fire. Heavy recoil is also reduced.

## **Taking Cover**

There are three ways to enter cover.

- Take cover by pressing the A Button while standing next to a wall or large object.
- Roll forward into cover by pressing the A Button while moving.
- Storm/run into cover by holding the **A** Button.

### **Zoom Fire**

Pop out of cover to fire accurately by pressing and holding the **ZL** Button to zoom and then pressing the **ZR** Button to fire.

While zoomed, a superior targeting reticle appears on-screen.

#### **Peek Fire**

Fire over cover without standing up by pressing the **ZR** Button.

#### **Swat Turn**

Move from one cover spot to adjacent cover on the left or right by holding the Left Stick left or right at the edge of cover and pressing the **A** Button.

## **Ninety-Degree Cover Turn**

Round a corner in cover by standing at the edge of a cover-object and pressing the Left Stick or Right Stick.

### **Vault**

Vault over low cover by holding the Left Stick up and pressing the **A** Button.

Alternatively, quick-vault by pressing the **A** Button twice while approaching low cover. This can also be done while storming to hurdle over cover.

# **Cover Slip**

Storm forward out of cover by holding the Left Stick up while standing at the edge of cover, and then pressing and holding the **A** Button.

#### **Cover Kill**

Instantly kill enemies standing on the other side of a shared piece of low cover by moving across from them and pressing and holding the **B** Button.

## **Standing Melee**

Attack enemies around the edges of cover by standing at the edge and pressing the **B** Button.

# **Squad Commands**

Issue orders to your squadmates by using the +Control Pad.

#### Move

Point your targeting reticle and press left or right on the +Control Pad to order a squadmate to move to a position.

### **Use Power**

Point the targeting reticle at an enemy and press left or right on the +Control Pad to order a squadmate to attack the target with their respective default power.

See *Power Mapping* for more information on changing how these powers are mapped.

## **Fire on Target**

Point the targeting reticle at an enemy and press up on the +Control Pad to order both squadmates to open fire on the opponent.

## **Rally Squad**

Press down on the +Control Pad to rally squadmates to your current position.

## **Squadmate Control**



Control squadmates on the 2D level maps with the touch of your finger. On the Wii U GamePad, touch the colored icon that matches the squadmate you'd like to move. Then, drag that icon to a new location. You can also order your squadmate to attack a target by dragging their icon over an enemy on the level map.

## **Powers**

### **Power Wheel**

To bring up the Power Wheel, hold the **R** Button. This interface allows you to select a specific power for Shepard and two squadmates.

The game pauses while the Power Wheel is open, allowing you to target enemies. Once you've chosen a target, select a power with the Left Stick, press the **A** Button, and then release the **R** Button to deploy the effect.

You can queue up one power for Shepard and one for each squadmate while the Power Wheel is open.

# **Power Mapping**

Powers can be mapped to three quick-fire buttons.

By default, Shepard's class power is initially mapped to the **X** Button. To remap this, highlight another power in the Power Wheel and press the **X** Button.

To remap the **L** Button, highlight a power and press the **Y** Button. To remap the **R** Button, highlight a power and press the **B** Button.

Each squadmate has a power mapped to left on the +Control Pad and right on the +Control Pad by default. To change this default mapping, select a different power in the Power Wheel and press the **Y** Button.

### **Customizable Buttons**

When you pause on the Wii U GamePad, the Power Wheel appears on the Touch Screen. Using your finger, drag your favorite powers to a side bar. When you close the Mission Computer and return to gameplay the powers are then always accessible on the side of the Touch Screen.

#### **Power Combos**

Power combos require a source power and a detonator power. Source powers generally leave a lasting effect on an enemy (Pull, Cryo Blast, Reave, etc.). Detonator powers generally deal high damage or force (Carnage, Incinerate, Warp, etc.). Most powers can be a source, a detonator, or both, so explore the many combinations.

Power combos come in four types:

**Biotic Combos**Trigger these by combining more than one biotic

effect, such as lifting an enemy with Pull before striking them with Warp. Biotic combos result in an explosion that blasts not just the target, but also the area around

the target.

**Electric Combos** Trigger these by combining an electrical effect with

a detonator, such as electrocuting an enemy with Overload before striking them with Concussive Shot. Electric combos result in bonus damage to shields and

a chance to stun undefended enemies.

Flame Combos Trigger these by combining a flame effect with a lethal

detonator, such as igniting an enemy with Incinerate before finishing them off with Carnage. Flame combos result in bonus damage to armor and a chance to light

undefended enemies on fire.

**Cryo Combos**Trigger these by combining a freeze effect with a lethal

detonator, such as freezing an enemy with Cryo Ammo before finishing them off with Biotic Charge. Cryo combos freeze undefended enemies and will chill

the rest.

# Weapons, Mods, and Armor



## **Switch Weapons**

Switch to the previous weapon held by pressing and holding the Y Button.

# **Weapon Selection Screen**

Gain access to the weapon selection screen when starting a new mission, when picking up a new weapon, or when Shepard uses a workbench. Use this screen to customize the weapons that Shepard and squadmates carry into battle.

## **Weapon Slots**

Review the available weapon slots on the left side of the weapon selection screen. You can apply one weapon to each slot on the currently selected character's back.

Squadmates can carry one weapon of each type. The slot number indicates how many weapons are available. Grayed-out slots indicate that you cannot equip additional weapons. Recently acquired weapons are marked New.

## **Exclusive Weapon**

Marrying a Hydra missile launcher to a target identification system based on Reaper code, the M-597 Ladon is a significant leap forward in smart heavy weapons. New to *Mass Effect 3 Special Edition*, the Ladon counts targets in its field of fire—up to a maximum of six—and lets fly one homing warhead per target. The incendiary blasts tear through most shields and armor.

The weapon can target enemies automatically, or you can use tight aim to manually select six targets using the Touch Screen. While in tight aim, tap Shepard to deselect all auto-targets. You may also hold the ZR Button without tightly aiming to automatically acquire six targets and fire from the hip.

### **M-597 Ladon Controls**

Enter scanning mode	<b>ZL</b> Button (hold)
Unlock an auto-locked target	Touch locked enemy
Manual target lock	Touch an enemy (up to six targets can be locked at any given time)
Unlock all targets	Touch Player icon
Lock all six missiles onto one target	Touch and hold an enemy icon
Charge and fire missiles at locked targets (you can adjust initial launch trajectory)	<b>ZR</b> Button (hold while in scanning mode)
Auto scan and fire	<b>ZR</b> Button (hold)

# **Weapon Switching**

Cycle between Shepard and squadmates with the **ZL** Button and the **ZR** Button to modify their weapon selection.

Review the weapons available by highlighting a slot, pressing the **A** Button, and then toggling the Left Stick left/right.

Assign a weapon to a slot by pressing the **A** Button again.

## **Weapon Weight**

Monitor the weight bar on the left side of the screen to see how much a character is carrying.

Overburden Shepard or a squadmate, and the character's power cooldown rate slows down.

## **Weapon Stats**

Press the **X** Button to toggle between the weapon's stats and description.

Use the orange markers on the stats bars to compare the selected weapon with the one currently equipped. The green bar shows the mod bonus.

## **Modding Weapons**

Press the **Y** Button on the main weapon selection screen to mod weapons.

Weapon mods can only be accessed via the weapon selection screen when starting a mission or when accessing it from a workbench. It cannot be accessed when finding a new weapon.

#### **Mod Slots**

Each weapon has two mod slots and five unique mods. Any mod can be placed in either slot.

Each mod impacts the stats and gameplay of the weapon, so choose carefully.

### **Stats**

Check the green extensions on the stats bar to see how and how much the modification improves the weapon.

#### **Armor Selection**

Access the armor selection screen by using the weapon locker in Normandy's cargo bay or in Shepard's cabin.

Use this screen to choose between unique armor sets or to build armor out of pieces found on missions.

#### **Armor Customization**

Customize Shepard's armor by combining up to five pieces of armor.

Each piece has a specific effect that adds to Shepard's overall combat effectiveness. This customized armor can be tinted or patterned. Unique armor sets cannot be tinted and patterned.

#### **Armor Stats**

Check the orange markers on the armor stats bars for comparisons between the selected and equipped armor pieces. This helps you craft a powerful custom set.

# **Galaxy Map**

Access the Galaxy Map through the central console on Normandy's CIC on the second deck. The map shows the Normandy's current galactic location and is used to fly the ship to your next mission.

Explore star systems to discover new planets, asteroids, derelict starships, and other locations.

## **Galaxy View**

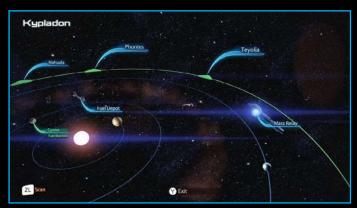


Fly between systems in Galaxy View with the Left Stick. Select your destination and then press the **A** Button to enter the system.

To return to Galaxy View from a system, enter a mass relay. The Normandy uses the mass relay's energy to travel, so no fuel is expended.

As you discover new missions and new territory, flags appear below the system names. For more details on these missions, return to the game, go to the Mission Computer, and review your mission objectives in the game's Journal.

# **System View**



Fly the Normandy across a system with the Left Stick. Press the **A** Button to enter a planet or station's orbit.

The Normandy enters a system via Cluster or Galaxy View, usually by mass relay. Locations marked by green flags are part of your mission's objective.

Land (or dock) the Normandy to begin a mission. Other locations can be explored to gather data.

Traveling at less than FTL (faster than light), the Normandy uses no fuel while flying inside a system.

### **Cluster View**



Fly the Normandy through a cluster with the Left Stick. Press the **A** Button to enter a system.

The Normandy enters Cluster View when flying outside a system's green border. Cluster View operates much like System View, except that the Normandy is flying at FTL and uses fuel. Be sure to fill up at a fuel depot before using Cluster View.

The Normandy's fuel gauge accounts for the return trip, so if you run out of fuel, the Normandy will automatically return to a system that has a mass relay. Dipping into your emergency fuel supply costs credits.

## **Mass Relays**

Mass relays are used as the primary means of traversing the galaxy. When in a system with a mass relay, move the Left Stick to move the Normandy in and then press the **A** Button. This opens Galaxy View, where you can jump the Normandy to other systems.

## **Fuel Depots**

Visit a fuel depot to refuel before going on FTL missions where no support is available.

Reapers destroy depots as they conquer systems and clusters, so be careful before embarking on a search-and-rescue mission. Salvage fuel from destroyed depots in conquered systems if you get stranded.

## **Scanning**

The Normandy's stealth drive allows for infiltration of systems that have been conquered by the Reapers. When inside a conquered system, scan for notable objects within range such as salvage, artifacts, or survivors.

A percentage in the corner of the screen shows what percentage of objects has been recovered in the system.

Press the **ZL** Button to use the Normandy's scanner, but be wary of alerting nearby Reapers.

## Reapers

Reapers lurk on the outskirts of conquered systems and are alerted to the Normandy's position if the scanning pulse is used too frequently or in close proximity to their location.

If a Reaper becomes aware of the Normandy, it gives chase. Escape through a mass relay to survive this encounter. If you want to return to the system, wait until you have first completed a mission.

### **Search and Rescue**

Scanning a planet can turn up distress signals. To begin a search-and-rescue mission, launch a probe into the planet's orbit to find the survivors, and then go to that location to rescue them.

# Multiplayer

# **Galaxy at War**

To the right of the multiplayer menu options is the Galaxy at War, which shows the status of the Alliance's five theaters of war. Monitor each theater's readiness rating to effectively defend the Milky Way from Reaper invasion.

## **Theaters of War**

The galaxy map displays five theaters of war. Help defend these fronts as the Reapers invade the Milky Way:

- Terminus Systems
- Attican Traverse
- Earth Systems Alliance Space
- Inner Council Space
- Outer Council Space

## **Reaper Invasion Status**

Your galactic readiness is measured with a special gauge. The more prepared you are, the more the gauge fills from red to blue. To view your exact readiness, look at the percentage displayed. It starts at 50% and can reach up to 100%.

The more waves completed in a mission, the more you improve the readiness ratings of these war fronts. Often, a squad must run multiple countermissions to improve a theater's invasion status.

#### **Firebases**

Each theater of war has one or more conflict zones, which are also known as firebases.

To defend a theater, you must choose a corresponding firebase when joining or creating a match. Do this by changing the mission's location.

Setting the location to Unknown gives each player's character an experience bonus of +15% and improves the readiness rating of all theaters by a moderate amount. Choosing a specific firebase improves the readiness rating of its theater significantly and improves the rating of all other theaters by a small amount.

#### **Enemies**

Geth, Reapers, and Cerberus are the invading forces.

If you wish to defend a territory against a specific hostile force, choose an enemy type when joining or creating a mission.

Setting the enemy to Unknown generates an enemy at random and awards your character a +25% experience bonus.

# **Challenges**

Choose from bronze, silver, gold, and platinum challenges when joining or creating a mission.

Bronze challenges are intended for beginners, silver for intermediate players, gold for experts, and platinum for the most elite players. The harder the difficulty setting, the more credits and experience your character earns.

# The Multiplayer Menu

Access the multiplayer menu by selecting MULTIPLAYER from the game's main menu.

### **Quick Match**

Connect to an existing multiplayer lobby or game in progress. Be sure to have your character set before selecting QUICK MATCH.

#### **Create New Match**

Create a match with specific mission settings.

#### Character

Customize your character's appearance and upgrade powers, weapons, and mission equipment.

### Leaderboards

Review your N7 Rating to see how you rank against your friends, your country, and the global *Mass Effect 3 Special Edition* multiplayer community.

#### **Store**

Select STORE to purchase reinforcement packs to upgrade your character and enhance your multiplayer experience.

Reinforcements can be purchased with credits earned by completing objectives during multiplayer sessions.

# **Joining or Creating a Game**

Customize up to four game options:

- Public/Private Match
- Location
- Enemy
- Challenge

#### **Team**

Set a mission to public or private when creating a custom game. You cannot choose a private mission when choosing QUICK MATCH from the multiplayer menu.

Private: Only invited players may join.

Public: Any player may join. The match will often be populated by players choosing Quick Match.

**NOTE:** Please note that the Nintendo Network ID is visible to others during online matchmaking.

### Location

Each theater of war has one or more conflict zones, which are also known as firebases.

To defend a theater, choose a corresponding firebase when joining or creating a match. Do this by changing the mission's location.

Setting the location to Unknown gives each player's character an experience bonus of +15% and improves the readiness rating of all theaters by a moderate amount. Choosing a specific firebase improves the readiness rating of its theater significantly and improves the rating of all other theaters by a small amount.

## **Enemy**

Geth, Reapers, and Cerberus are the invading forces.

If you wish to defend a territory against a specific hostile force, choose an enemy type when joining or creating a mission.

Setting the enemy to Unknown generates an enemy at random and awards your character a +25% experience bonus.

# Challenge

Choose from bronze, silver, gold, and platinum challenges when joining or creating a mission.

Bronze challenges are intended for beginners, silver for intermediate players, gold for experts, and platinum for the most elite players. The harder the difficulty setting, the more credits and experience your character earns.

# **Host Migration**

If a hosting player leaves a game, a new host is selected from the squad, and the mission restarts from the beginning of the current wave.

# **Missions**

Multiplayer missions, or matches, are broken into 10 waves of enemies (plus one bonus wave) that increase in difficulty as they hit your position.

# **Mission Objectives**

During a mission, the team must complete specified objectives to proceed to the next wave. Complete these objectives within the allotted time to avoid failing the mission. Objectives occur on waves 3, 6, and 10.

There are four types of mission objectives:

**Assassination** Take out a number of targeted enemies before time

runs out.

**Hacking** Capture and hold a point in order to hack critical data

before time runs out.

**Devices** Enable or disable key devices in sequence before time

runs out.

**Retrieve** Retrieve a high priority package and securely escort it

to a designated extraction zone.

**Escort** Escort an intelligence drone between two points on

the map, monitoring the progress bar to check on the distance between the drone and its destination. To escort the drone, you must remain within its proximity field, shown as a blue circle. The more players within the proximity field, the faster the drone moves toward

its destination.

### **Medals**

Squads and combatants can earn medals for coordinated efforts and individual actions. Points derived from earning medals add to the team's experience and to the mission's score.

### **Extraction Points**



After a mission's tenth wave, the team must rally to an extraction point. Mission bonuses are based on the number of teammates alive and the extraction point by the time the Alliance shuttle reaches the firebase.

## **Mission Summary**

The mission summary showcases individual and team medals. The success of the squad as a whole determines the experience and credits earned, but individual accomplishments are also valuable.

# **Multiplayer Lobby**



The multiplayer lobby is where you wait for your team to assemble before going on a mission.

There are multiple options you can adjust while waiting for a match to start.

## **Mission Settings**

Review the data on the top left of the screen to see the mission's location, the enemy you will be fighting, and the challenge level.

If you've created the mission, select MISSION SETTINGS to change these options before the match starts.

### **Roster Details**

On the right side of the screen is a list of players currently waiting for the match to start. This list gives a quick overview of each player's class and class level.

Review a player's N7 Rating to get a general sense of how experienced they are. Review the Roster Details to get a breakdown of each player character's powers, weapons, mods, and equipment. You can also vote to kick a player from the lobby on this screen.

## **N7 Rating**

The N7 rating for your character and other players is seen to the right of the N7 logo.

Your N7 rating is the accumulated character levels you've earned for each class of character. The only way to push your N7 rating past 120 is by promoting your squads. A rating of 120 represents all classes maximized to level 20.

## Ready

Select READY or press the **ZR** Button when you're ready to start a match. The mission begins when all players in the lobby are ready.

#### **Powers**

Select POWERS to unlock and evolve powers. When you have collected enough points to spend on powers, a Level Up indicator appears.

See sections *Navigating Powers* and *Purchasing and Evolving Powers* in the single-player section for instructions on navigating this screen and unlocking/evolving powers.

### Weapons

Select WEAPONS to change your character's inventory of weapons.

See *Weapons, Mods, and Armor* in the single-player section for instructions on how to use and customize weapons.

## **Appearance**

Select APPEARANCE to customize the appearance of your character.

## **Equipment**

Select EQUIPMENT to review the supplies you've acquired. You can also apply ammo, weapon, and armor bonuses on this screen.

#### **Store**

Select STORE to purchase reinforcement packs to upgrade your character and enhance your multiplayer experience.

Reinforcements can be purchased with credits. Accumulate credits by completing objectives during multiplayer sessions.

# **Change Character**

Select CHARACTER to change characters. You can choose between various species within each of the six classes of characters.

See Character Screen for more details.

### **Invite Friends**

Select INVITE FRIENDS to invite players you've added to your friends list or have recently played against.

# **Player Chat**

Talk to other players using voice chat. A microphone icon next to a player's name indicates their voice chat is enabled. When using the Wii U Gamepad microphone, touch and hold the indicator on the Touch Screen to activate your microphone and be heard by others.

## **Exit Lobby**

Select EXIT LOBBY to return to the multiplayer menu and the Galaxy at War.

# **Character Screen**

Use the Character screen to change character class, unlock class kits, and promote characters.

The first time you launch the multiplayer game, you are jumped to this screen to choose your initial character class.

### Classes

View all available classes and their unlocked kits on the Character screen.

Select a new class to see its open kits and available actions. Each class's level is displayed, and that level applies to all kits associated with the class.

#### Kits

Kits are used to adjust the appearance, gameplay style, and powers of a class. Unlock unique kits by purchasing reinforcement packs from the store.

Unlocked kits that haven't been deployed are marked New.

Deployed kits that have unspent talent points are marked Level Up. Locked kits are marked Locked.

## **Promoting a Class**

When a class reaches level 20, the player may choose to promote and send the class to their single-player Galaxy at War.

Promoting a class to the Galaxy at War resets its level to 1 but also increases the player's N7 leaderboard score by 10. Only the class's levels are reset. Weapons, mods, and consumables are kept.

# **Reinforcement Packs**

Reinforcement packs contain weapons, mods, kit trainers, and equipment. Buy reinforcement packs with credits to build your collection of gear.

## Weapons

Purchase reinforcement packs to find weapon-unlocks for all classes and characters. Purchase additional packs to upgrade your weapon level to a maximum of 10.

Reinforced weapons are lighter, deal more damage, and have greater heat capacity.

#### Mods

Mod reinforcements can be used by any character who has a weapon of a matching mod-type. Mods can be used to upgrade your mod-level to a maximum of 5. Find these mods in reinforcement packs.

# **Training Kits**

Use training kits to grant a one-time experience boost that increases a character class's master level. Find training kits in reinforcement packs.

## **Equipment**

Before a mission starts, select an empty equipment slot and choose a single-use item from a character's inventory.

There are three types of equipment—ammo, armor, and weapon upgrades—that boost your character for a single mission.

## **Supplies**

Every character carries these standard supplies into a mission:

**Cobra Missile Launcher** Take out hardened targets with this one-shot missile

launcher.

Thermal Clip Pack Refill your thermal clips and grenade supply during a

mission.

**Medi-Gel** Revive yourself when incapacitated in combat.

**Ops Survival Pack** Fully restore health and shields.

A character can bring a limited number of supplies on a mission, but capacity upgrades are available.

## **Capacity Upgrades**

Increase the number of supply items your character can carry into a mission by collecting capacity upgrades.

## Re-spec

Spend re-spec items to reset a character's talent points in the Powers screen.

# The HUD



The HUD, short for Heads-Up Display, is the collection of icons and status bars you see on the edges of the screen as you play the game.

#### **Shield Bar**

Monitor your shield level by checking the blue bar on the bottom of the screen. When this bar is full, shields prevent the brunt of an attack from affecting your health. As attacks are absorbed by the shield, it is reduced in strength. When the shield bar is depleted, incoming attacks affect your health bar instead.

Shields take several seconds to recharge and regenerate. Any damage taken during this recharge period stops the process. A shattered shield takes longer to regenerate than a partially depleted shield.

### **Health Bar**

Health is represented by the red bar broken into five segments, tucked underneath the blue shield bar on the bottom of the screen.

If you are attacked while the shield bar is depleted, the rightmost red segment of the health bar begins turning gray. Only First Aid can regenerate a fully depleted bar of health. A health segment that is only partially reduced regenerates on its own if you can get to cover and avoid further damage.

You will die if you lose all five health segments.

### **Power Cooldown Indicator**

Some powers require energy to use. The time it takes before you can use a power again is called cooldown. Cooldown periods vary depending on the power.

When cooldown is in effect, two red semicircles appear on either side of the targeting reticle at the center of the screen. Cooldown time can be judged by the distance between the two semicircles. When these come together and merge, cooldown is complete, and you can use powers again.

#### **Ammo Indicator**

Weapons use heat-sink technology to enable rapid, devastating firepower. When a clip's worth of heat accumulates in the sink, it is ejected from the weapon.

Running out of heat sinks is effectively the same as running out of ammo.

Keep track of you heat-sink inventory on the bottom left of the screen. The bottom number indicates how many shots the current heat sink has left, and the top number shows you the total number of shots the entire inventory of heat sinks has left. When a weapon runs out of sinks, No Ammo displays just below the targeting reticle, and you'll have to find new cylinders for the weapon or switch to an already-loaded weapon.

## **Supplies**

The current amounts of supplies you are carrying are shown on the left side of the screen.

- Press up on the +Control Pad to use cobra rocket launchers.
- Press right on the +Control Pad to use ops survival packs.
- Press down on the +Control Pad to use medi-gel.
- Press left on the +Control Pad to use thermal clip packs.

44 45

# Tips and Help

# **Combat Tips**

Combat tips from Mass Effect 3 Special Edition's gameplay team:

**Cerberus Defense** Cerberus uses mobile defenses. Find and destroy the

portable generators that power their shield pylons and

cover.

**Combat Rolls** Use combat rolls to get in and out of cover quickly.

Headshots Headshots inflict superior damage on most targets.

**Heavy Melee** Heavy melee is an effective attack against unarmored

or unshielded enemies.

**Higher Ground** Watch out for opponents on higher ground. Elevated

enemies can shoot you—even in cover.

**Barrier Engine** Reaper troops protect themselves by deploying barrier

generators. Target these first.

Keep firing and unleashing powers to prevent enemy **Suppress Shields** 

shields from regenerating.

**Squad Bonus** Squadmates do more damage when ordered to attack

a specific target.

**Squad Configuration** Choosing the right squad to complement Shepard's

strengths and weaknesses is key. Experiment with

squad configurations.

# **Enemy Tips**

Enemy tips from *Mass Effect 3 Special Edition's* gameplay team:

Atlas The Atlas is a hulking death machine with powerful

armor, shields, and weapons. Shatter the canopy to

expose the pilot.

**Banshee** Stop a Banshee by damaging her as she closes in with

biotic jumps.

**Brute** Don't let a Brute get close! Brutes are vicious

opponents that can instantly kill you.

Cannibal Cannibals form armored plating by reclaiming fallen

Cannibals and Husks. Shooting these plates deals no

damage to the Cannibal until they are blown off.

Centurions deploy smoke screens to conceal their Centurion

movement. See through this by equipping a sniper rifle

with certain scope mods.

Engineer Pick off engineers before they set up armored turrets or

repair a damaged Atlas.

**Geth Hunter** A cloaked Geth Hunter moves through the field

> virtually undetected, allowing them to flank with powerful plasma-shotguns. Take out their shields to

disable their cloaking ability.

Use Sabotage on a Geth Prime to hack its drones **Geth Prime** 

and turrets.

Geth Pyros have flamethrowers that burn enemies at **Geth Pyro** 

close range. Target their fuel tanks and use Overload

and Sabotage.

Guardian shields block powers, shots, and melee. To Guardian

> kill a Guardian, stagger them with Throw or Concussive Shot or use Pull to tear away their shields. Flanking

them also works.

Marauder Marauders buff Husks and Cannibals by giving them

armored plating. Take out the Marauder first.

The Nemesis is a nimble opponent armed with a Nemesis

powerful sniper rifle. Take cover when you spot red

laser sights honing in on your position.

Destroy a Phantom's sword to remove its melee **Phantom** 

abilities. Phantoms are agile combatants, so keep

pressure on them.

When a Ravager's sac breaks, Swarmers are released. Ravager

Swarmers are weak, but a group of them can kill or

keep shields from regenerating.

46 47

# **Power Tips**

Power tips from Mass Effect 3 Special Edition's gameplay team:

## **Armor Piercing**

Use hard-hitting weapons against armored opponents. Incendiary and armorpiercing ammo also help.

### **Barriers & Shields**

Shields and barriers protect against health damage. Shields appear as blue and barriers are purple.

#### Heal

Shepard's current health bar regenerates, but already-depleted segments can only be restored by using First Aid from the Power Wheel.

### **Passive Powers**

The last two power upgrades in a tree are passive skills that improve combat, weight capacity, and Paragon and Renegade bonuses.

#### **Power Combos**

Power combos require a source power and a detonator power. Source powers generally leave a lasting effect on an enemy (Pull, Cryo Blast, Reave, etc.). Detonator powers generally deal high damage or force (Carnage, Incinerate, Warp, etc.). Most powers can be a source, detonator, or both, so explore the many combinations.

Power combos come in four types:

**Biotic Combos**Trigger these by combining more than one biotic

effect, such as lifting an enemy with Pull before hitting them with Warp. Biotic combos result in an explosion that blasts not just the target, but also the area around

the target.

**Electric Combos**Trigger these by combining an electrical effect with

a detonator, such as electrocuting an enemy with Overload before striking them with Concussive Shot. Electric combos result in bonus damage to shields and

a chance to stun undefended enemies.

Flame Combos Trigger these by combining a flame effect with a lethal

detonator, such as igniting an enemy with Incinerate before finishing them off with Carnage. Flame combos result in bonus damage to armor and a chance to light

undefended enemies on fire.

**Cryo Combos**Trigger these by combining a freeze effect with a lethal

detonator, such as freezing an enemy with Cryo Ammo before finishing them off with Biotic Charge. Cryo combos freeze undefended enemies and will chill

the rest.

#### Revive

Use the First Aid power to resuscitate a fallen squadmate from a distance. This consumes medi-gel. Move to your comrade to resuscitate them without using medi-gel.

# **Strategy: Barriers & Shields**

Use rapid-fire weapons and Disruptor Ammo to bring down shields and barriers. Stop shields from regenerating by decimating them with Overload, Shield Drain, or Disruptor Ammo.

# **Strategy: Cerberus**

Target Cerberus generators with Overload or Sabotage to cripple their defenses. If you take a Cerberus position, repair the shields to use them yourself.

## **Strategy: Geth**

Geth rely heavily on their shields and are therefore vulnerable to Overload, Shield Drain, Sabotage, and Disruptor Ammo.

## **Weight Capacity**

Carrying too many weapons increases cooldown, effectively slowing down how often you can use powers.

# **Weapon Tips**

Weapon tips from Mass Effect 3 Special Edition's gameplay team:

**Armor Piercing** Use hard-hitting weapons against armored opponents.

Incendiary and armor-piercing ammo also helps.

**Barriers & Shields** Shields and barriers protect against health damage.

Shields appear as blue, and barriers are purple.

**Cover Piercing** The Widow, Black Widow, and Javelin weapons can

fire through enemies and light cover. Mod other weapons, like the Mattock and Claymore, to apply this

devastating effect.

**Firing from Cover** Weapons are more accurate when fired from cover.

Firing Ranges Test out your weapons on the Citadel's firing range,

located by the Spectre offices.

**Overheating** Weapons have thermal clips to prevent overheating.

Clips use a universal design, so retrieve compatible

clips from combat areas and fallen enemies.

**Reducing Recoil** Powerful weapons recoil and are difficult to aim.

Fire from cover and apply certain mods to steady

your hand.

**Thermal Clips** Spent thermal clips are ejected to cool weapons. Run

out of clips, and you can't fire.

**Weapon Balance** It's good practice to equip one slow, heavy

weapon and one rapid-firing weapon to deal with

different defenses.

**Weapon Mods** Powerful weapons tend to have decreased thermal-clip

capacities. Mod your weapon to improve its efficiency.

**Weight Capacity** Carrying too many weapons increases cooldown,

effectively slowing down how often you can

use powers.