⚠️ **WARNING** Before playing this game, read the Xbox One™ system, and accessory manuals for important safety and health information. **www.xbox.com/support.**

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause "photosensitive epileptic seizures" while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms—children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

CONTENTS

INTRODUCTION

The desire to colonize the Andromeda galaxy has inspired you and thousands of others to seek a new home here. But waking from 600 years in cryosleep, you discover the planet you hoped would be hospitable, Habitat 7, is not as green—or as friendly—as expected.

Taking over as the Pathfinder, your job is to find a new home for your people in Andromeda's Heleus Cluster. With your artificial intelligence SAM and a capable squad, you'll explore local planets in hopes of making them habitable.

The Andromeda Initiative depends on you.

COMPLETE CONTROLS

These controls refer to the default controller scheme. You can change your controller scheme under Pause Menu › Game › Settings › Controls › Controller Scheme.

Look	(R)
Move	(L)
Sprint	(L) (hold forward)
Jump	(A)
Vault/Mantle/Climb (near ledge)	(B)
Hover (while in the air)	LT (pull and hold)
Evade	(B)
Interact	(Y) (hold)
Use scanner	(Q)
Swap camera view shoulder	(R)
Zoom to aim weapon	LT
Fire weapon	RT
Reload	(X)
Equip last weapon	(X) (hold)
Open Weapon Wheel	View button
Holster weapon	View button (hold)
Melee (near target)	(Y)
Power 1	LB
Power 2	LB + RB
Power 3	RB
Command squadmate to attack/ take position	◁/▷
Command both squadmates to attack/ take position	△
Rally squadmate	◁/▷ (hold)
Rally both squadmates	△ (hold)
Pause menu	Menu button

NOMAD CONTROLS

Look	Ⓡ
Re-center camera	Ⓡ
Steer	Ⓛ
Accelerate	RT
Brake/Reverse	LT
Hand brake	Ⓛ
Jump	Ⓐ
Turbo Boost	Ⓧ
Toggle 2WD/ATM	LB
Headlights ON/OFF	◒
Toggle mining computer	◔
Deploy mining drone	RB
Exit vehicle	Ⓑ
Return to *Tempest*	Ⓨ [hold]

CHARACTER CREATION

The first step on your journey is creating your character. From the main menu, you can choose to play as either Scott Ryder or Sara Ryder, each of whom comes with a default appearance and origin story. Otherwise, you can personalize your protagonist in character customization.

CUSTOM CHARACTER

To create your own character, select CUSTOMIZE CHARACTER from the main menu. Now, choose your gender, appearance, training, and more. Move 🎮 to navigate options on the left side of the screen, and then press Ⓐ to start customizing in that area.

CUSTOMIZING YOUR TWIN

This is where you either select the default appearance for your twin or start customizing them.

CUSTOMIZING YOUR HISTORY

Choose whether your Commander Shepard from the trilogy was male or female.

CHOOSING YOUR TRAINING

Choose from a number of training backgrounds for your character, each with a unique personal history, starting power, and unlocked skills. As you play the game, you'll be able to choose how your character acts towards others and engages in combat—all based on your in-game decisions and the way you invest your skill points. This is where you begin to shape Ryder.

GETTING YOUR BEARINGS

NEXUS

The Nexus is a space station where you'll find representatives from all the arks seeking a new home in Andromeda. It's the hub for research, repair, storage—and a meeting place for all races. Your ship, the *Tempest*, can dock with the Nexus when you need to visit.

THE *TEMPEST*

As your ship, the *Tempest* is your means to take flight as well as your home base. Here, you can change your outfit in your quarters, craft new items at the Research Center, awaken sleeping colonists from cryo, deploy Strike Teams on missions, visit the Galaxy Map to plot a course for a new planet, or get to know your squadmates, to name a few things.

SAM

SAM is your personal operating system. As an implant, it knows the internal workings of your body and can enhance your skills via Profiles (see Profiles, page 23). It also helps you identify foreign objects as you explore using your scanner. When you need to speak to SAM privately, head to the SAM Node in the Nexus for a chat.

EXPLORATION

As Pathfinder, finding the right place for your people requires you to seek out new planets. Some turn up resources; others could be home. Besides the *Tempest*, you have a ground vehicle and many skills at your disposal to explore these new lands.

GALAXY MAP
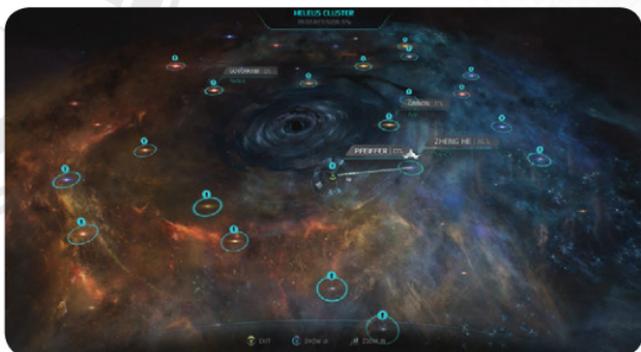
From the deck of the *Tempest*, open the Galaxy Map when you're ready to search for resources or see a new planet up close.

The Galaxy Map shows your current location first. Press Ⓑ to zoom out to System View; move ⓛ to highlight another local planet in the system, and then press Ⓐ to plot a course for it. Alternatively, press Ⓑ again to zoom out further to the Cluster Map, and then plot courses for other systems throughout the Heleus Cluster as desired.

Highlight a place to view your completion percentage in terms of exploration.

SCANNING PLANETS AND STAR SYSTEMS

Some planets and star systems contain anomalies that you can scan. In the case of a planet, you may also spy a landing zone so you can go to the planet's surface. To find the landing spot or anomaly on a planet, pull and hold 🅛🅣 to activate your scanner, and then move ⓛ to home in on it. Once you've found it, pull 🆁🆃 to deploy a probe (to find resources or other interesting discoveries) or land the *Tempest*.

THE NOMAD

Once you've landed on a planet, the Nomad is your vehicle for getting around. Keep it nearby and upgrade it when you can, as it not only gets you from one place to another, but also protects you from the elements and other potential threats! Just keep an eye on your Nomad's shields and health as you enter hostile environments.

TIP: You can summon your Nomad from any Forward Station or Outpost.

ALL-TERRAIN MODE

When trying to navigate the Nomad up a steep incline, press ⬛ to switch to all-terrain mode (ATM). This will help grind the Nomad up the hill using all six wheels. When you're back to flatter ground, press ⬛ again to switch back to 2-wheel drive (2WD), which allows the Nomad to go much faster than ATM.

MINING

While you're in the Nomad, press ○⟩ to turn on the mining computer and see nearby mineral deposits. You can also learn the location of worthwhile mining locations from Forward Stations. When you're in the vicinity of a deposit, press ⬛ to deploy a mining drone. This can turn up valuable resources!

TIP: Make sure you're in the optimal spot when you deploy the mining drone, as it absorbs minerals from the area but only reaches a full harvest right where you're located.

FINDING YOUR WAY
MAP

When you need to find where you're going or mark a new objective, open the Pause menu (**Menu** button) and select the map. Here, you can see your current location, tracked objectives, and points of interest. Move 🕹 to navigate around the map. To mark your own waypoint, highlight a spot on the map and press Ⓐ to make it appear on your in-game compass; press Ⓐ while highlighting an existing waypoint to remove it.

To better understand your map, press Ⓧ to view the map's legend. Now, see which points are Outposts, waypoints, traders you can interact with, and more.

COMPASS

Use the compass at the top of the screen to see your current objectives, points of interest, and any enemies nearby. If you've tracked an objective, it will appear as a starred waypoint on your compass so you can find it with ease.

NAVIGATING THE ENVIRONMENT

Ryder has many means of getting around on foot. To sprint, hold ● forward. To vault over an obstacle or climb onto something, press Ⓑ when you're near it; a prompt will appear onscreen when you're close enough to do so. Press Ⓐ to jump, engaging your Jump-Jets; jump while sprinting to leap a greater distance.

MANEUVERING IN THE AIR

Use your Jump-Jets in combat to gain a height advantage on some enemies! Hold Ⓐ to soar higher into the air than a normal jump, and then pull and hold ▣ to hover. You can fire at enemies from the air, or press Ⓑ to evade in mid-air.

SURVIVING THE ELEMENTS

The planets you visit are not always fit for humans, so you may encounter environmental hazards such as freezing cold temperatures or radiation. When you're in this type of environment, you'll see your Life Support bar appear on the lower left corner of the screen. Keep an eye on it and get out of danger before it completely evaporates; once it's gone, your shield will deplete, followed by your health!

TIP: Use consumables to deal with the elements, or jump in your Nomad, which has more life support that Ryder does on foot. You'll survive longer inside the Nomad than out, and you can also upgrade the Nomad to be even more resistant to the elements.

SCANNING

Use your scanner to identify objects—and perhaps resources—in alien environments with SAM's help. Press ◌ to activate your scanner, and then press Ⓐ to scan a target. You can also walk around with your scanner open to explore.

When you happen to be near something you can scan, an image will appear in the lower left corner of the screen prompting you to press ◌. Open your scanner and walk around the local environment, moving your scanner with ⓡ to find the point of interest. Your reticle turns from red to green when the point is highlighted—move toward it and press Ⓐ to scan it!

DECRYPTION AND INTERFACING

You'll find plenty of puzzles to solve as you explore these new planets. Depending where you are, you may need to interface with alien devices, scan strange glyphs, or hack generators.

Decryption   Solve an alien glyph puzzle. In the grid of glyphs, highlight an empty space and pull 🄻 or 🅁 to cycle through the available glyphs until you find the one you want to place there. Repeat this for each empty slot until the grid is full. Each row and column can only contain one of each type of glyph! When you think you've solved the puzzle, press Ⓐ to submit your solution. Just keep in mind that at some terminals, you may need to scan the local area for nearby glyphs before you can engage in this decryption.

Interfacing   Interfacing grants you control of Remnant devices. When at a Remnant console, a sphere appears with lines revealing the locations of various Remnant devices in the immediate area, all controlled by the console Ryder is at. If the blue connecting line is bright, the device is active; if the line is dim, it's inactive. Hacking the Remnant console lets you control these devices; for instance, you might open a door or take over a hostile turret so it fights for you, depending on what the console controls.

ANDROMEDA VIABILITY

Your job is to make the Andromeda galaxy habitable for the people who depend on you. At times, you'll be a diplomat meeting alien races and working with locals to forge colonies; in other circumstances, fighting is what it takes to survive. You'll also need to find resources and build places for people to live.

WHAT IS VIABILITY?

As you explore and complete activities towards colonizing planets—from researching alien technologies to eliminating local threats—you'll earn Andromeda Viability Points (AVP). These indicate how well you're doing as Pathfinder. Keep an eye on your Viability to make sure you're staying on mission in forging a new home for your people.

TIP: Visit the Pause menu and select VIABILITY to check your AVP, Nexus Level, and the Viability of each planet on the Viability screen.

NEXUS LEVEL

As you earn AVP for your colonizing efforts, your Nexus Level will increase. You can see your current Nexus Level in the upper right corner of any menu screen.

TIP: You also gain a Nexus Level every time you build an Outpost on a planet.

Most of the people for whom you are trying to find a home are safely tucked away in cryo pods, asleep until a planet is ready for them. Each time your Nexus Level increases, visit the AVP Status Control on the *Tempest* or the Nexus to wake a new group from cryosleep, gaining their aid. Choose wisely, as each group has specific skills in science, commerce, or defense that can help you with certain activities.

MAKING PLANETS VIABLE

While your AVP indicates your overall success as a Pathfinder across the Heleus Cluster, you can also check how livable you've made a specific planet. Every time you complete a colonizing task, you'll gain both overall AVP and some percentage of progression toward making the planet you're on habitable. Many factors affect a planet's Viability, including political stability, local threats—even the temperature.

To check your Viability for a specific planet, open your map while you're there, or open the Galaxy Map from the *Tempest* and highlight the planet. The percentage you see indicates your progression towards making the planet habitable. You can also check the Viability of each planet from the Viability screen, accessed from the Pause menu.

There are many perks to making a planet more capable of supporting human life.

OUTPOSTS AND FORWARD STATIONS

As you make a planet viable, you'll be able to plant Forward Stations and an Outpost to gain a foothold there.

Forward Stations	When you land on a new planet, you can build a Forward Station as a base of operations. The *Tempest* will automatically deploy Forward Stations to the ground when you're near a Forward Station site; you'll see notifications when that happens. Fast Travel to one from your map at any time to resupply, change your squad or loadout, and check for local mining opportunities.
Outposts	Once you've achieved 40 percent Viability on a planet, you can build an Outpost. These are vital for making a planet more livable, as people will actually start colonizing here—they may even have missions for you! Every Outpost also boasts a Research Center where you can craft new items.

TIP: You can also Fast Travel to an Outpost to perform the same functions—changing your squad, resupplying, etc.—you would at a Forward Station.

VIABILITY PERKS: COLONISTS

Making a planet more habitable may also allow you to wake up special groups from cryosleep, specific to that place. Depending on the planet's perks, the group will have related benefits.

RESEARCH DATA

Conduct research to find valuable intel and resources. From the *Tempest*, you might scan entire planets; on the ground, you can scan unique lifeforms and technologies, learning about them to gain Research Data Points. You'll find three types of Research Data during your explorations: Milky Way data from the Milky Way galaxy and Exile tech; Heleus data from Kett and Angara tech; and Remnant data from Remnant tech.

You can spend your Research Data Points at a Research Center (at an Outpost, Forward Station, or on the *Tempest*) to unlock new blueprints and gain access to powerful Augmentations for crafting. (See more in Crafting, page 15.)

STRIKE TEAMS

Visit a Research Center to deploy Strike Teams. These are military units you can dispatch on missions to fight, defend, or explore. The missions will take up a specific amount of real-world time, and when the Strike Teams return, you'll see whether or not they were successful. Failure will grant them some XP, while success can grant them much more, in addition to earning Ryder a special reward. Check the mission for the specific rewards you'll receive, from Credits to rare weapons and armor.

You'll also gain Mission Funds for completing these missions, which you can use to recruit new Strike Teams, buy gear for your Strike Teams, or purchase items in Multiplayer. (See more in Multiplayer, page 26.)

As a team gains experience and levels up, you'll see traits that reflect its skills. For instance, one Strike Team may have a bonus to Stealth Missions, while another may have an injured team member. Choose wisely for each mission, and make sure everyone is in top shape for what's ahead!

TIP: Strike Team Missions are available for limited times. Take note of how long they'll be available, and jump on a mission that interests you before it expires! If it does, a new mission will replace it.

APEX MISSIONS

For some Strike Team Missions, you can choose to send the APEX force. Though optional, selecting this jumps you directly into Multiplayer, saving your game instantly so you can return to single-player when you're done with the mission. These missions have special settings, and playing them via Multiplayer grants Ryder special rewards in the single-player campaign as well as Mission Funds, which you can use in Multiplayer as well as single-player. (See more in Multiplayer.)

CRAFTING

Visit a Research Center to start unlocking blueprints and crafting using data and resources you've discovered. You may forge a stronger weapon or more powerful armor. You can even customize your weapons and armor with Augmentations that substantially change the way they work, building something totally unique that works for you.

RESEARCH

At a Research Center, select RESEARCH to start spending Research Data Points to unlock new weapon and armor blueprints. You'll also find Augmentations here—rare materials you can add to blueprints to modify them in some way or make them more powerful.

Press ⬜ or ⬜ to tab through categories of items you can research. On the left side of the screen, you'll see the items available; highlight one to see its description on the right side of the screen, as well as the materials you'll need to unlock it and how many of them you already have.

DEVELOPMENT

Visit the Development screen to start crafting items. This is the place to see your latest acquisitions, sometimes from your research, and put them together to build what you like. You can also add Augmentations to items when you create them. In some cases, you can even stack more than one Augmentation to customize a weapon in multiple ways.

To start crafting, tab through categories of unlocked items by pressing ⬛ or ⬛. A number appears under the icons indicating how many items are available to craft in that category.

Move 🕹 to highlight an item on the left side of the screen, revealing its description, the materials you'll need to develop it, and how many of those materials you have. You can also press ❌ to more closely review what resources are required for the project—and where to find them. When you see something you want, press Ⓐ to develop it. See what unique creations you can craft!

TIP: If you see a note that you have no projects available in Development, head back to the Research screen to see if there are any items you can unlock. Once you've unlocked something, return to the Development screen to craft it!

COMBAT

Whether you choose it or not, sometimes force is necessary.

THE BASICS

In combat, Ryder automatically takes cover behind low objects or around corners when weapons are drawn. To pop out of cover, just pull 🔘 to aim, and then pull 🔘 to shoot. You can also blind-fire from cover by shooting without aiming; just pull 🔘 on its own. Though firing this way isn't as accurate as when you pop out and aim, it can be a safer option when enemy bullets are flying!

Use your compass at the top of the screen to track the positions of enemies in combat. You can also see each enemy's health (and shields, if they have them) above their heads onscreen.

SELECTING YOUR SQUAD AND LOADOUT

Before leaving the *Tempest* for a mission, you have the opportunity to choose the melee weapons and firearms you'll carry. You may choose any of your weapons here— there is no limitation on the category of weapons you can take! Highlight a weapon slot and press 🅐 to open it, and then select from your available weapons on the left side of the screen.

Keep in mind the weight of each weapon, as this affects the recharge speed of your powers. The heavier your loadout, the more time it takes to recharge your abilities. On the initial loadout screen, you'll see how your current selection of weapons affects your power recharge speed at the top of the screen.

Once you've chosen your loadout, press 🔘 or 🔘 to navigate to your armor, consumables, and squad, and select these as well. You can take two squadmates with you at any time; some missions require a specific squadmate, while others let you choose both.

HUD

Compass

Cover

Current weapon

Life Support

Shields

Health

Powers

Squad Icons
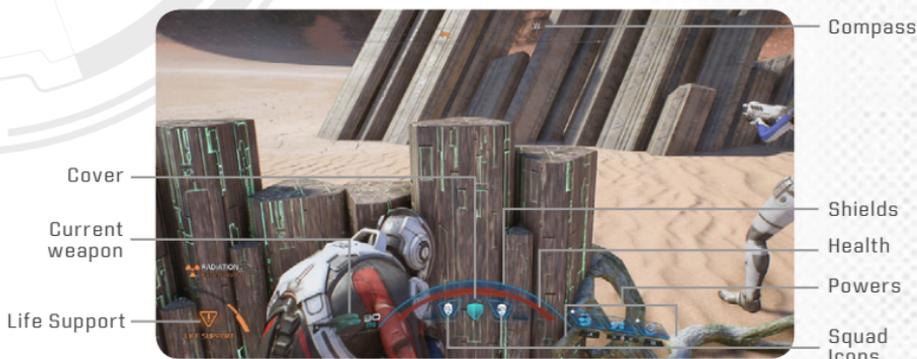
CURRENT WEAPON

See the icon for your currently-equipped weapon, the number of shots left before you need to reload, and the overall amount of ammo you have for the weapon before you need to hit up an ammo cache. Press ❌ to reload your weapon.

WEAPON WHEEL

Press the **View** button to open the weapon wheel. Move 🕹 to highlight the weapon you would like to equip. You can also switch your active Profile here.

SHIELD

Keep an eye on your blue shield at the bottom of the screen. As you take damage, your shield gradually depletes—and once it's gone, every shot chips away at your health!

TIP: When you notice your shield depleting, remove yourself from the line of fire for a short time to let it recharge.

HEALTH

The red bar at the bottom of the screen indicates your health. Once your shield is depleted, incoming damage whittles down your health. To restore your health, seek out a health cache in the environment or replenish it at an Outpost or Forward Station.

POWERS

See your currently equipped powers in the lower right corner of the screen. A number beside a power indicates how many times you can use it before you run out of Power Cells. Powers without numbers have recharge times before you can use them again; you'll see the icon for a power slowly filling back up until you can unleash it.

TIP: Not sure which of your three available powers are fully recharged? Check the Power Recharge Meter, three indicator icons surrounding your reticle. These indicators appear whenever one of your powers is recharging, and informs you of how much time remains until that power is available again.

POWER CELLS

Once you're out of Power Cells, you won't be able to use a power that requires them. Find an ammo cache to refill your Power Cells. The number of Power Cells you have is equivalent to the number of times you can use that power—and there's no recharge time for these, so fire away!

COVER

When bullets start flying, take cover! Being in cover protects you from that direction, increases your accuracy, and allows your shields to regenerate much faster.

TIP: Seriously, don't forget to take cover! Strategic use of cover is extremely important to surviving firefights, especially when playing at higher difficulty levels.

LIFE SUPPORT

Your Life Support bar appears in the lower left corner of the screen when you're in an environment hostile to human life. Get out of there fast if you want to live! (See more in Surviving the Elements, page 10.)

COMMANDING YOUR SQUAD

Squadmate defensive position

Your squad is capable, so they know which powers to use to take down enemies. To command both squadmates at the same time, highlight a position you'd like them to defend or a target you'd like them to attack, and then press ⌃. To rally squadmates back to you, hold ⌃. If you want to command just one squadmate at a time, press either ◌ or ◌ to move each individually; hold the associated button to rally that squadmate.

LEVELING UP

A notification appears on screen each time you level up. This rewards you with skill points, which you can use to unlock new skills for your character.

INVESTING SKILL POINTS

Open the Pause menu and select SKILLS to spend your skill points.

TIP: If you ever change your mind about how you've invested your skill points, just visit the Respec Station on the Tempest *to start over from scratch.*

On the left, select COMBAT, BIOTICS, or TECH to see the powers you can invest in for each. Combat is all about firepower; Biotics focuses on raw Biotic powers; and Tech covers your omni-tool and other technology-based skills. Mix and match powers from each category as desired to create a unique Pathfinder.

When you see a power you like, move $\mathbf{⛀}$ to highlight it, and then press $\mathbf{Ⓐ}$ to invest skill points in it. The first time you do this, you'll unlock it—but as you invest more skill points in it, you'll upgrade it to be more potent. A new screen appears that shows you the available ranks of the power and how many skills points each rank costs; highlight one and press $\mathbf{Ⓐ}$ to unlock the new rank. Once you've leveled up a power a few times, you can choose between two paths for the skill, depending on your play style.

AUTO LEVEL UP

If you prefer not to select powers yourself, press $\mathbf{Ⓧ}$ to automatically invest your new skill points in powers, auto leveling up your character. Alternatively, you can toggle the Auto Level Up feature ON or OFF from the Settings menu for Ryder or the squad; turning it on auto levels the characters for the rest of the game (or until you turn off the feature) so you don't have to assign skill points yourself.

ASSIGNING POWERS

You can use up to three powers in battle when you equip them to $\mathbf{LB}$, $\mathbf{RB}$, and $\mathbf{LB}$ + $\mathbf{RB}$ pressed together. To equip a power you like, highlight it, press $\mathbf{Ⓨ}$, and then choose which button (or set of buttons) to allocate it to.

Next time you're in battle, just press that button (or set of buttons) to unleash the power you've slotted there!

TIP: If you have a power you need to aim, such as Biotic Lance, we recommend equipping it to either $\mathbf{LB}$ or $\mathbf{RB}$ so you can balance your controller while aiming. If you equip these powers to $\mathbf{LB}$ + $\mathbf{RB}$ together, it will be much trickier to aim!

LEVELING UP YOUR SQUAD

Your squadmates also gain skill points as they level up. When you visit the Skills screen, make sure to select each squadmate and invest their earned skill points in new powers. Completing a Loyalty Mission for a squadmate unlocks their top tier skills. Open the Pause menu and select JOURNAL › INITIATIVE OPS to review Loyalty Missions and other missions personally important to Ryder or the crew.

Alternatively, you can press $\mathbf{Ⓧ}$ to auto level a squadmate.

PROFILES

As you invest skill points in each of the key areas—Combat, Biotics, and Tech—you'll unlock Profiles based on your choices. For example, invest skill points in Biotic powers, and you may eventually unlock the Adept Profile. This is SAM's way of enhancing you for different types of combat. Open the Pause menu and select PROFILES to see them. (If you've played the *Mass Effect*™ series before, you may recognize most of them as former character classes!)

From the Profiles screen, you can equip any unlocked Profile at any time to benefit from its unique boosts. You are never permanently locked into a single Profile; switch between them depending on what the situation calls for! You can even open the Pause menu during a battle to choose a new Profile, and then return to the fight armed with a new set of boosts.

As you continue investing skill points in appropriate areas, you'll level up your Profiles to make them even more powerful.

RYDER'S JOURNEY

Decisions you make throughout *Mass Effect™: Andromeda* affect the way the story unfolds, what others think of you, and how successful you are at your mission. You'll see a dialogue wheel appear when you have a choice to make; move 🕹 to highlight your selection, and then press Ⓐ to choose it.

CHOOSING YOUR TONE

Tone options let you shape your character's unique personality. Will your Ryder be passionate to the extreme or remain level-headed no matter what comes his way? Will she think before she acts—or the other way around?

Tones available to choose from are Emotional, Logical, Casual, and Professional. Your character may also gain an Impulsive tone based on how often you engage in Narrative Actions. Not every dialogue choice will reflect all of these options, but key moments and big decisions will.

TIP: Check your Codex from the Pause menu to review your Ryder's tone, based on the choices you've made so far. You can also see the status of your relationships and major story decisions here.

NARRATIVE ACTIONS

Sometimes a Narrative Action prompt will appear onscreen. To engage in it, press the button when prompted—or ignore the onscreen prompt if you prefer. Whether or not you choose to act on the Narrative Action, your decision here will have consequences. The more you act on these, the more the Impulsive tone increases for your character.

JOURNAL

Visit the Pause menu and select JOURNAL to keep track of your missions. Select any current mission to track it on your map and compass.

Priority Ops	These are important main story missions you'll need to complete to see Ryder's journey all the way through.
Allies and Relationships	Complete these side missions to earn the Loyalty of your squadmates and experience key subplots.
Heleus Assignments	Each sector of space has its own assignments, which you can complete to explore Heleus and make planets more viable for life.
Additional Tasks	See miscellaneous tasks to find collectibles, craft, mine, and more.
Completed Missions	Review missions you've already finished.

SQUAD LOYALTY

To unlock the top tier of skills for a squadmate, you must gain their loyalty. Recruit them, get to know them through conversation, and complete their Loyalty Mission to earn their trust. In some cases, friendship may evolve into romance if you want it to. Loyalty Missions can found under Allies and Relationships in your Journal.

MULTIPLAYER

Play cooperatively with your friends or other *Mass Effect: Andromeda* players through online matchmaking. You can jump into Multiplayer matches from the main menu, the Pause menu, or whenever an APEX mission is available during your single-player campaign.

DIFFICULTY LEVELS

In Multiplayer, difficulty levels range from Bronze (easiest) to Gold (the most challenging). You can choose your difficulty setting at the beginning of each match, for both Quick and Custom Matches.

QUICK MATCH

Select QUICK MATCH to find other players to jump into a match with via online matchmaking.

CUSTOM MATCH

Want to play with your friends? Select CUSTOM MATCH to create a private lobby where you can invite them to play.

Define the settings for your match first—you can choose your difficulty, map, and even the enemy you'll be fighting. Once you're in the lobby, select an open slot and, in the new screen that appears, select a friend to invite them to join.

Matches are designed for four players, but if you don't have three other friends to invite, just invite your available friend(s) and then switch the match from Private to Public. The game will then utilize online matchmaking to fill the rest of your party.

CHARACTER SELECTION

Choose your character for Multiplayer. While several human characters are available from the start, you'll unlock more—including alien characters—as you progress through Multiplayer!

Highlight a character to see their details on the right side of the screen. Press ✖ to learn their skills; if you've played as them before, this is where you level up their abilities. When you find a character you like, press Ⓐ to select them for your next Multiplayer match.

CHARACTER CUSTOMIZATION

Select your character's loadout and armor. Highlight an empty slot and press Ⓐ, then select the weapon or armor you want to fill the slot.

PRESTIGE

When you play as any individual character in Multiplayer, you earn XP toward that character's Bonus Stat, such as Health Regen or Max Shields, depending on their class. Once you've earned enough Prestige XP for a particular Bonus Stat, the stat will increase for all of your Multiplayer characters. For instance, if you play a character with the Health Bonus Stat, earning enough Prestige XP with that character will grant the Health Bonus Stat to all of your characters!

Select PRESTIGE to see your progress toward each and every Bonus Stat.

CHALLENGES

Under Prestige, select CHALLENGES to access special objectives that grant you more rewards in *Mass Effect: Andromeda* Multiplayer. Complete Minor Challenges in matches—such as dealing a certain amount of damage, reviving teammates, or earning enough kills with a specific weapon—to earn points towards Major Challenges. Completing Major Challenges grants you rewards like special banners and titles.

You can also check your status on the Challenge Leaderboards, ranking among friends, your region, and players worldwide.

STRIKE TEAMS

See APEX Missions, which are also available in the single-player campaign. Highlight a mission to see its details on the right side of the screen, including Mission Traits, Rewards, and the length of time it will take a Strike Team to complete the mission.

From there, you can either press Ⓐ to select and send a Strike Team, or press Ⓨ to complete the mission yourself in Multiplayer. These Multiplayer missions have custom settings or even custom maps, and the rewards for completing them in Multiplayer include Mission Funds and special single-player rewards for Ryder.

STORE

Select STORE to browse and purchase packs, items, and rewards. Your available Credits and Mission Funds are shown in the upper right corner of the screen, so you'll always know exactly how much you have to spend! When you have the funds, highlight an item in the Store and press Ⓐ to purchase it.

CURRENCY
CREDITS

You earn Credits as you play through Multiplayer matches. You can spend these Credits on Card Packs, which contain consumables, weapons, new characters, and other items that your Multiplayer characters can use. Higher quality Card Packs guarantee certain contents; for instance, you might gain a Card pack that guarantees at least one rare weapon. However, you won't know exactly what you'll get until you open your Card Pack!

TIP: You can also purchase items from the store with real-world currency.

MISSION FUNDS

Playing APEX Missions in Multiplayer grants you Mission Funds. You'll also gain Mission Funds from Strike Team missions in single-player.

These funds are available to you in single-player as well as Multiplayer. In single-player, you'll use Mission Funds to recruit new Strike Teams or buy better equipment for existing Strike Teams. In Multiplayer, you can spend them on specific items in the store, instead of relying on the chance of what a Card Pack may contain.

PLAYING A MATCH

Matches in *Mass Effect: Andromeda* Multiplayer consist of seven waves. While you'll fight enemies in each wave, the third and sixth waves also include special objectives, such as hacking or protecting a waypoint. After completing a wave's objective, you'll earn a star rating indicating your tier based on your proficiency. The last wave of each match is an Extraction wave, during which you'll need to reach the extraction point alive!

TIP: *You'll receive more rewards for completing waves three and six—and for finishing a match! Try to make it as far as you can.*

You'll see your weapon, health, and shields on your HUD, just as you would in single-player. However, on the lower left corner of the screen, the directional button icons are tied to special Multiplayer Supplies: press ○ to replenish your health and shields, ○▶ to replenish your ammo and Power Cells, ○̂ to ready the Cobra RPG, or ♡ to revive yourself when you're bleeding out. You can only use each of these a limited number of times during a match, so choose your timing wisely!

Keep an eye on your HUD to look for ammo caches or identify your teammates' locations on the battlefield. Between waves, run to ammo caches to make sure you're well-supplied. If a teammate falls in battle, you have a limited time to reach them and revive them by holding ❤. If you fall and die before being revived, you'll enter Spectator Mode until the end of the third or sixth wave, or for the rest of the match if you are in the Extraction Wave!

At the end of a match, you'll see a screen showing all players' progress toward their next level. The XP earned in a match is divided among all teammates. Check the lower half of the screen to see your own progress toward your next level as well as your current Prestige bonus.

LIMITED 90-DAY WARRANTY

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