MASS EFFECT™ 3 MANUAL

CONTROL SCHEME

Movement	W/S/A/D
Walk	Left **CTRL**
Cover Turn	Scroll wheel
Camera	Mouse
Navigation	V
Weapon Reload	R
Weapon Swap	X
Press: Use, Take Cover Press Twice: Quick Vault Hold: Storm	SPACEBAR
Melee	F
Shoot	Left-click
Press: Mapped Power Hold: Power Menu	Left **SHIFT**
Mission Computer	ESC
Quick Save	F5
Tight Aim	Right-click
Press: Mapped Power Hold: Weapon Menu	Left **SHIFT**
Squad Attack	Z
Squadmate 1 Move/Attack	Q
Rally	C
Squadmate 2 Move/Attack	E

SINGLE PLAYER

The Main Menu

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

◆ New Game
◆ Multiplayer
◆ Downloadable Content
◆ Exit Game
◆ Extras

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

New Game

Choose from four options when starting a new game:

Male	Start fresh with a new male character.
Female	Start fresh with a new female character.
Import ME2 Character	Import Commander Shepard from *Mass Effect™ 2*, maintaining your old character's level as well as the decisions you made that impact *Mass Effect™ 3*'s story.
Import ME3 Character	Unlocks after completing *Mass Effect™ 3*. This allows you to start a new game while keeping your Commander Shepard's class, level, weapons, and modifications intact.

Load Game

After starting a *Mass Effect™* 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 or import an old one. Within each career you will find:

Restart Mission	Restart your current mission.
Autosave	Resume your game from the latest checkpoint. Autosave is updated as you progress through the game and cross 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 will load your most recently saved game.

Multiplayer

Select MULTIPLAYER to fight coop 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, controls, graphics, sound, and online options.
Credits	Watch the game's credits.
Game Manual	Read this manual!

Downloadable Content

Select DOWNLOADABLE CONTENT on the main menu to purchase new *Mass Effect 3* content.

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 on a routine mission. 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 that was about to engulf the entire Milky Way…

ME3 Experience Type

There are three ways to play *Mass Effect 3*. 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 Mode	An experience that focuses on combat. Conversations play as cutscenes automatically.
Role-Playing Mode	The core *Mass Effect* experience with full narrative choice and challenging combat.
Story Mode	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 can choose between default options or customize the following:

◆ First Name

◆ Appearance

◆ Military Class

◆ Personal History

◆ Service History

◆ Combat Losses

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.

Importing an ME2 Character

Importing Commander Shepard from *Mass Effect 2* maintains your old character's level as well as the decisions you made that impact *Mass Effect 3*'s story.

If you have completed *Mass Effect 2*, your old career will be available to import after selecting IMPORT ME2 CHARACTER.

The Mission Computer

The Mission Computer is the in-game menu. To access the Mission Computer, press **ESC** after gaining full control of Commander Shepard in the game. Select RESUME on the bottom-right of the screen to exit the Mission Computer and return to the game.

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 and select to adjust the Keybinding.

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.

Journal Menu

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

For more information on the Journal, see *The 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 will be grayed out in the Mission Computer when in areas where a map is not available.

Press **V** to access the map while playing.

Options Menu

Customize your *Mass Effect 3* 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.
Key Bindings	Adjust keyboard controls.
Mouse	Adjust mouse controls.
Graphics	Adjust video settings.
Sound	Adjust music, sound effect, and dialog settings.
Online	Adjust online options.

Other Menus

There are four other options available on the Mission Computer.

Save	Save your progress at your current position. This will be 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*'s main menu.
Game Manual	Read this manual!

The 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 clicking the arrows next to their portraits on the bottom-left of the screen.

Navigating Powers

Select an unlocked power and click EXPAND to start spending points in the power's tree.

Your points are tallied on the top-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.

Click AUTO LEVEL-UP 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 selecting the leftmost icon and clicking UPGRADE POWER. Everything to the right of the leftmost icon (Rank 1) are upgrades and can also be evolved with the points tallied on the top-right of the screen. The 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 clicking UNDO UPGRADE. Returning to the Mission Computer by clicking BACK 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* universe.
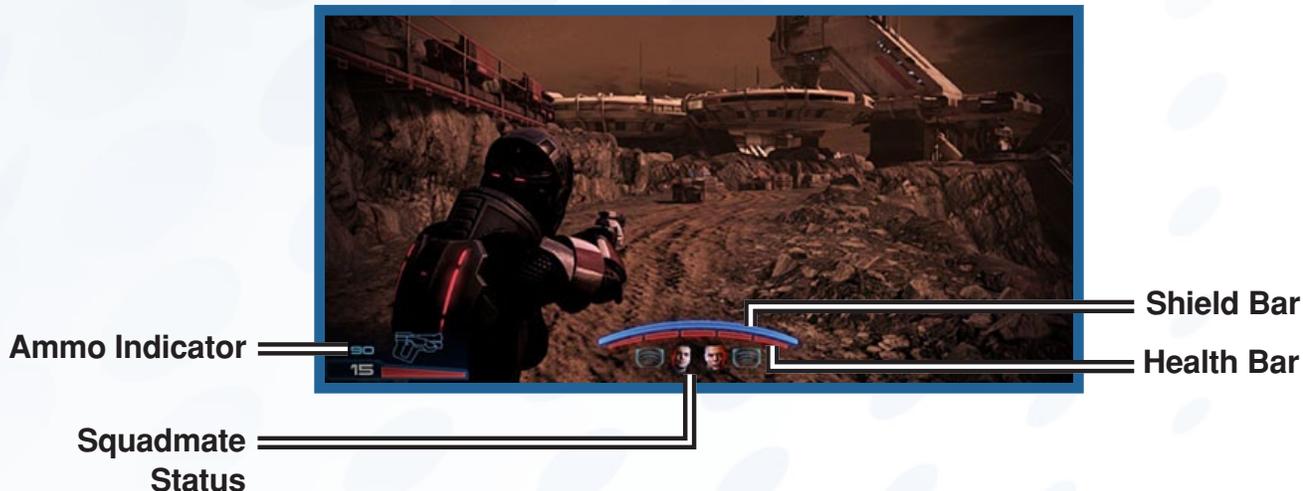

Mission Summary

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* universe, its people, places, technology, and history.

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

The HUD

Ammo Indicator

Shield Bar

Health Bar

Squadmate Status

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*, 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.

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 will regenerate 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" will display 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 the *Mass Effect* series.

Movement

Move using the following keys:

W	Forward
A	Left
D	Right
S	Backward

Camera Control

Move the mouse to look around.

Tight Aim

Right-click to accurately aim your weapon.

Fire and Reload

To fire a weapon, left-click. To reload, press **R**.

Switch Weapons

Switch to the previous weapon held by pressing **X**.

Weapon Menu

To bring up the Weapon Menu, press and hold left **SHIFT**. Use this interface, which appears at the bottom of the screen below the Power Menu, to choose a weapon from Shepard's inventory.

The game pauses while the Weapon Menu is open.

Powers

For instructions on how to use powers, please see *Powers* in the single-player section.

Melee

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

To perform a heavy melee attack, press and hold **F** while standing close to an enemy. Each character class has a unique heavy melee.

To do melee combos, press **F** repeatedly while standing close to an enemy.

Storm

To run, press and hold **SPACEBAR** while moving forward.

Evade

To dodge attacks and projectiles or to get out of cover quickly, move and press **SPACEBAR**.

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.

◆ Move against cover and press **SPACEBAR**.
◆ Roll forward into cover by pressing **SPACEBAR** while moving.
◆ Storm/run into cover by holding **SPACEBAR**.

Zoom Fire

Pop out of cover to fire accurately by pressing and holding right-click to zoom and then left-click to fire.

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

Peek Fire

Fire over cover without standing up by left-clicking.

Swat Turn

Move from one cover spot to adjacent cover on the left or right by holding **A** or **D** and pressing **SPACEBAR**.

Ninety-Degree Cover Turn

Round a corner in cover by standing at the edge of a cover-object and clicking the mouse wheel.

Vault

Vault over low cover by holding **W** and pressing **SPACEBAR**.

Alternatively, quick-vault by tapping **SPACEBAR** 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 **A** while standing at the edge of cover and then pressing and holding **SPACEBAR**.

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 **F**.

Standing Melee

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

Squad Commands

This chapter provides instructions on how to control your squadmates.

Move

Point your targeting reticle and press **Q** or **E** to order a squadmate to a position.

Use Power

Point the targeting reticle at an enemy and press **Q** or **E** to order a squadmate to attack the target with their respective default power. Any squadmate power mapped to hotkeys **1** through **8** work the same way.

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 **Z** to order both squadmates to open fire on the opponent.

Rally Squad

Press **C** to rally squadmates to your current position.

Powers

Power Menu

To bring up the Power Menu, press and hold left **SHIFT**. This interface, which appears at the bottom of the screen above the Weapon Menu, allows you to select a specific power for Shepard and two squadmates.

The game pauses while the Power Menu is open, allowing you to target enemies. Once you've chosen a target, click a power, and then release left **SHIFT** to deploy the effect. You can queue up one power for Shepard and one for each squadmate while the Power Menu is open.

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Power Mapping

Powers can be mapped to hotkeys by dragging and dropping them to the eight numbered keys seen at the top-left of the screen when the Powers Menu is open.

By default, Shepard's first three powers are mapped to **1**, **2**, and **3**. Squadmate powers can also be mapped to any of the eight hotkeys. Their default powers are also mapped to **Q** and **E**, respectively.

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 **X**.

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."

Weapon Switching

Modify a character's loadout by cycling between Shepard and squadmates by clicking the arrows next to the portraits on the bottom-left of the string.

Review the weapons available by clicking a slot and clicking through the inventory on the top-right of the screen. Assign a weapon to a slot by clicking ACCEPT.

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

Click the question mark icon to the right of the weapon name 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

Click MODIFY at the bottom of the 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 will help 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 by moving the mouse. Select your destination and left-click 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.
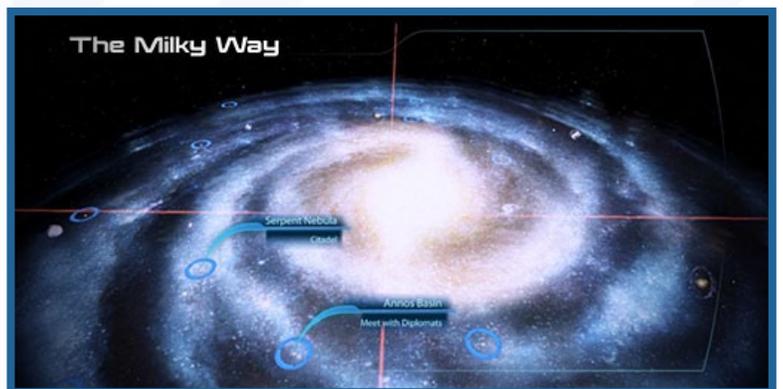
System View

Fly the Normandy across a system by holding left-click and aiming the mouse. To enter a planet or station's orbit, click ENTER 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, the Normandy uses no fuel while flying inside a system.

Cluster View

Fly the Normandy through a cluster by holding left-click and aiming the mouse. To enter a system, click ENTER 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.
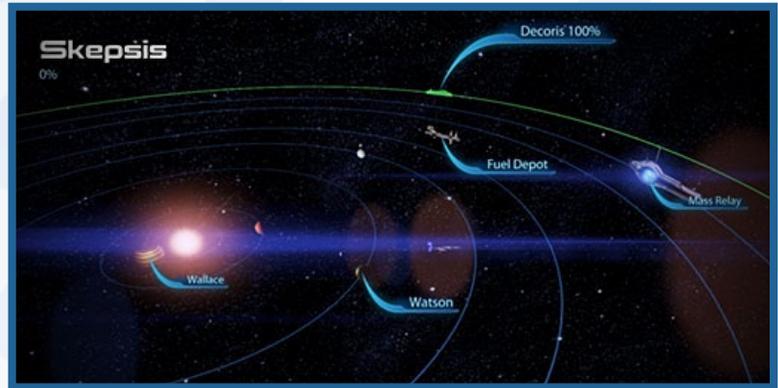
Mass Relays

Mass relays are used as the primary means of traversing the galaxy. When in a system with a mass relay, hold left-click to move the Normandy in and then click PLOT MASS RELAY JUMP. 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.

Right-click 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

Each theater of war has one of four alerts, known as readiness ratings. Use these ratings to evaluate which theater most needs your team's help in countering the Reaper invasion.

Red	Critical: Immediate action required to counter the Reaper invasion.
Orange	Urgent: Action required to counter the Reaper threat.
Yellow	Serious: Help needed, but current forces are holding the Reapers off.
Green	Stable but at Risk: Battle lines are holding.

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. Neglect a green or yellow theater for too long, and the Reapers will start taking it back.

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" will give each player's character an experience bonus of +10% and will improve the readiness rating of all theaters by up to +5%. Choosing a specific firebase improves the readiness rating of its theater by +15% and improves the rating of all other theaters by +2%.

Enemies

Invading forces are made up of Reapers, Cerberus, and Geth.

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 +15% experience bonus.

Challenges

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

Bronze challenges are intended for beginners, silver for intermediate players, and gold is for experts. 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* multiplayer community.

Store

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

Reinforcements can be purchased with credits or with BioWare Points. Accumulate credits 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.

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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.

The 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 three 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.

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 by the time the Alliance shuttle reaches the extraction point to retrieve the team.

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.

This chapter reviews the 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 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. A "Level Up" indicator appears when you have collected enough points to spend on powers.

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 or with BioWare Points. 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.

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 your character's level is reset. Weapons, mods, and consumables are kept.

Reinforcement Packs

Reinforcement packs contain weapons, mods, kit trainers, and equipment.

Buy reinforcement packs 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 that 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 (see the next section).

Capacity Upgrades

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

Respec

Spend respec items to reset a character's talent points in the Powers screen.

Basic Controls

This chapter covers basic combat controls and is intended for players new to the *Mass Effect* series.

Movement

Move using the following keys:

W	Forward
A	Left
D	Right
S	Backward

Camera Control

Move the mouse to look around.

Tight Aim

Right-click to accurately aim your weapon.

Fire and Reload

To fire a weapon, left-click. To reload, press **R**.

Switch Weapons

Switch to the previous weapon held by pressing **X**.

Powers

For instructions on how to use powers, please review *Powers* in the single-player section.

Melee

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

To perform a heavy melee attack, press and hold **F** while standing close to an enemy. Each character class has a unique heavy melee.

To do melee combos, press **F** repeatedly while standing close to an enemy.

Storm

To run, press and hold **SPACEBAR** while moving forward.

Evade

To dodge attacks and projectiles or to get out of cover quickly, move and press **SPACEBAR**.

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.

◆ Move against cover and press **SPACEBAR**.
◆ Roll forward into cover by pressing **SPACEBAR** while moving.
◆ Storm/run into cover by holding **SPACEBAR**.

Zoom Fire

Pop out of cover to fire accurately by pressing and holding right-click to zoom and then left-click to fire. While zoomed, a superior targeting reticle appears on-screen.

Peek Fire

Fire over cover without standing up by left-clicking.

Swat Turn

Move from one cover spot to adjacent cover on the left or right by holding **A** or **D** and pressing **SPACEBAR**.

Ninety-Degree Cover Turn

Round a corner in cover by standing at the edge of a cover-object and clicking the mouse wheel.

Vault

Vault over low cover by holding **W** and pressing **SPACEBAR**.

Alternatively, quick-vault by tapping **SPACEBAR** 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 **W** while standing at the edge of cover and then pressing and holding **SPACEBAR**.

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 **F**.

Standing Melee

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

The HUD

Ammo Indicator

Shield Bar

Health Bar

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 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 will regenerate 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 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" will display 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 number of supplies you are carrying are shown on the left side of the screen.

Press **5** to use cobra rocket launchers.

Press **6** to use ops survival packs.

Press **7** to use medi-gel

Press **8** to use thermal clip packs.

TIPS AND HELP

Combat Tips

Combat tips from *Mass Effect 3*'s gameplay team.

Cerberus Defense	Cerberus uses mobile defenses. Find and destroy the portable generators that power their shield pylons and cover nodes.
Combat Rolls	Use combat rolls to get quickly in and out of cover.
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 called Barrier Engines. Target these first.
Suppress Shields	Keep firing and unleashing powers to prevent enemy 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*'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 when she becomes charged by damaging her while she uses biotic jumps to close in.
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.
Centurion	Centurions deploy smoke screens to conceal their 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.
Geth Prime	Use Sabotage on a Geth Prime to hack its drones and turrets.
Geth Pyro	Geth Pyros have flamethrowers that burn enemies at close range. Target their fuel tanks and use Overload and Sabotage.
Guardian	Guardian shields block powers, shots, and melee. To 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.
Nemesis	The Nemesis is a nimble opponent armed with a powerful sniper rifle. Take cover when you spot red laser sights honing in on your position.
Phantom	Destroy a Phantom's sword to remove its melee abilities. Phantoms are agile combatants, so keep pressure on them.
Ravager	When a Ravager's sac breaks, Swarmers are released. Swarmers are weak, but a group of them can kill or keep shields from regenerating.

Powers Tips

Power tips from *Mass Effect 3*'s gameplay team.

Armor Piercing

Use hard-hitting weapons against armored opponents. Incendiary and armor-piercing 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 will regenerate, but already-depleted segments can only be restored by using First Aid from the Power Menu.

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, 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.

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 will increase cooldown, effectively slowing down how often you can use powers.

Weapon Tips

Weapon tips from *Mass Effect 3*'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 will increase cooldown, effectively slowing down how often you can use powers.

Help

NEED HELP?

Access help articles for this game or connect to personalized service by visiting
help.ea.com/en/mass-effect.

Whether online, in community forums, through chat, on the phone, or in your social network,
EA game advisors are ready to ensure you get the most out of your game—anytime, anywhere.

NOTE: Some services may not be available in all languages or territories.