WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to **www.xbox.com/support**.

Important Health Warning About Playing Video Games

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 who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause 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 should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

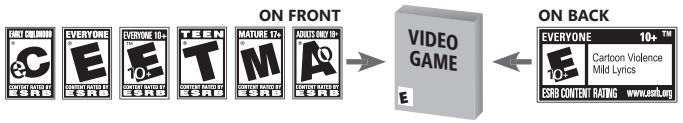
If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

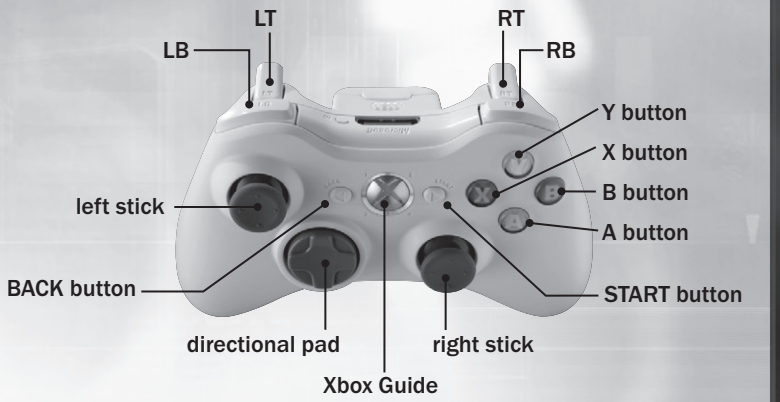
ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit **www.ESRB.org**

COMPLETE CONTROLS



NOTE: These are the default controller settings. Any changes made to the controller scheme will not be reflected in the in-game tutorial.

THE STATE OF THE GALAXY

Two years have passed since the massive geth attack on the Citadel. As the galactic community struggles to rebuild, rumors about the return of sentient starships responsible for the eradication of all life 50,000 years ago are being hushed. Officially, the attack on the Citadel is blamed upon Saren Arterius, a rogue Spectre. Most are quick to believe, but a few know the truth.

GETTING STARTED

After inserting the *Mass Effect 2* game disc into your Xbox 360 console, press ◉.

The main menu appears. You can now choose to:

- Connect to Cerberus Network
- Create a new character
- Import your character from *Mass Effect 1*

CERBERUS NETWORK LOGIN

Accessing Cerberus Network allows you to receive new content such as missions, squad mates, and equipment. It also enables you to download premium content via Xbox LIVE. Use the Cerberus login included with the game and follow the login procedure.

CREATE A NEW CHARACTER

Select NEW GAME from the main menu. You are able to start the game with a male or female character, or import a character from *Mass Effect 1*.

If you create a new character, you have two options:

- Play as the iconic Commander Shepard and choose a first name. You play as a Soldier class.
- Create a custom character, choosing your own class and adding other details.

IMPORT CHARACTER FROM *MASS EFFECT 1*

Select IMPORT CHARACTER on the main menu and choose a Save Game from the list of Character Saves.

You receive bonus squad points and credits, and start at a higher level than a new player.

If you import your character, you may:

- Keep all the details of your imported character, including appearance, class, and history.
- Change your current appearance by customizing your facial reconstruction or choose the iconic appearance.
- Change your current class.

MISSION COMPUTER

Press ▶ to bring up the Mission Computer screen. Move L to point to an area on the display, then press A to select it. When an area receives an update, it flashes on the display.

Your current resource totals are displayed at the bottom of the Mission Computer screen.

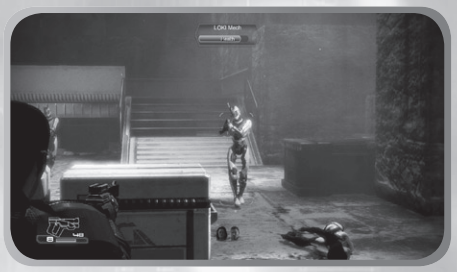
The Mission Computer gives you access to details for:

Squad	View the current status of Shepard and squad. You can also spend squad points here to upgrade your powers.
Options	Set gameplay, controller, graphics, sound and other options. The Quit Game option is also found here.
Journal	View current and recent missions and tasks.
Map	View your current location and points of interest.
Save	Save your game in its current state and location.
Load	Load games you have saved, and those that have been saved automatically.
Codex	Learn all about the *Mass Effect* universe.
Exit to Main	Go back to the main menu.

COMMAND AND CONTROL

Pay special attention to "overloaded" buttons that require a tap or a press and hold to enable.

ENTER COMBAT STANCE	Pull RT or X (tap)
EXIT COMBAT STANCE	◀



ZOOM	LT (pull and hold)

CERBERUS HINT: Zooming in on a target greatly increases weapon accuracy.

FIRE WEAPON	RT (pull or pull and hold)

STORM	A (hold) + move

masseffect.bioware.com

TAKE COVER Ⓐ (tap near cover)

CLIMB/VAULT Ⓐ (tap) + move forward

CERBERUS HINT: If you hit a piece of cover while storming, you automatically enter cover.

MELEE ATTACK Ⓑ (tap)

RELOAD THERMAL CLIP Ⓧ (tap)

SWITCH TO PREVIOUS WEAPON Ⓧ (hold)

BRING UP NAVIGATION ASSISTANCE L/R

CERBERUS HINT: If you are ever lost and need help navigating the world, just click R to bring up an objective marker while on a mission or a map if visiting a hub.

SPECIALIZATION CLASSES

Every class has a unique power, which is permanently mapped to Ⓨ.

USE CLASS POWER Ⓨ (tap)

SOLDIER

High-level operatives are outfitted with an ocular synaptic processor that allows them to focus on targets with lethal accuracy.

ADEPT

Adepts are outfitted with L5x implants that spawn micro-singularities, blocking enemies and pulling them into the air.

ENGINEER

Engineers can spawn a combat drone to harass enemies or force them out of entrenched cover positions.

INFILTRATOR

Infiltrators are equipped with a tactical cloak system that allows them to avoid detection for short periods of time, gaining tactical advantage over enemies.

VANGUARD

Vanguards are outfitted with L5n implants that use biotic charges to knock down or stun opponents. This gives the Vanguard precious seconds to bring close range weapons to bear.

SENTINEL

Sentinels are equipped with the most advanced ablation armor system to keep the Sentinel safe. If overloaded, the system stuns all enemies within a short distance.

Based on your class, you may also have up to two powers mapped in addition to the class power on Ⓨ. As new powers become available, map the powers you want to these hotkeys by bringing up the power wheel.

MAPPED POWER 1

MAPPED POWER 2

CERBERUS HINT: Each class has a list of powers that can be viewed and upgraded from the Squad screen. Press START for the Mission Computer and select SQUAD.

SQUAD ORDERS

You are part of a team! Giving tactical orders to your squad helps keep them alive and in turn keeps you alive as they support you. Press ◌ to issue squad orders.

◌ ⬆ orders both squad members to attack an enemy.

◌ ⬇ rallies your squad to your position.

◌ ⬅ or ➡ orders squad members to move to point or attack a selected target.

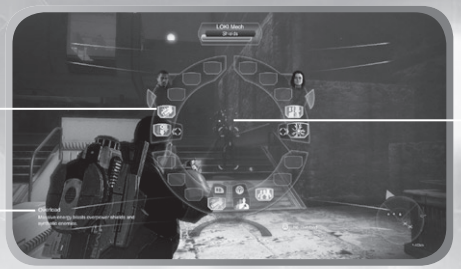
CERBERUS HINT: Squad-specific commands (◌ ⬅/➡) are context-sensitive. If you want your squad mates to move to point, first make sure no enemies are highlighted by a red square bracket.

SQUAD COMMAND INTERFACE

At certain times during combat, you may want to pause the game, take stock of what is going on around you, and issue specific orders to your squad by using the two command radials.

THE POWER WHEEL

The power wheel allows you to focus specific powers on different enemies. Move the camera around to target enemies.



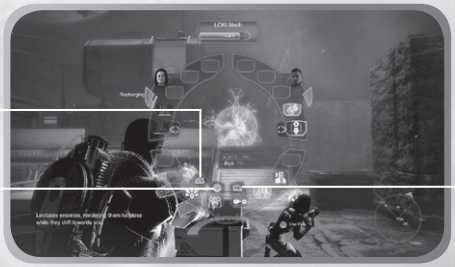
When you bring up the power wheel, your squad mates' images appear in the upper left and right sections. Each squad mate can have up to four powers by the end of the game.

When a power is marked red with a downward arrow, it means it is already in use or should not be used.

TARGET AN ENEMY R

Targeting an enemy or combat object gives you context-sensitive information about what types of powers could be used on them. To target enemies with your powers, highlight them with the reticule, select a power, and press A. One power per squad mate can be queued up while the wheel is active.

CERBERUS HINT: Map powers to have them available in real time without pausing.



SQUAD POINTS

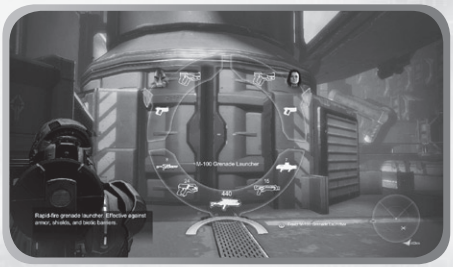
Squad points represent your ability to directly improve the powers you and your squad use. To spend squad points, go to the Squad screen off the Mission Computer.

When you raise a power to its fourth rank, it evolves. Evolved powers allow you to choose one of two advanced forms of the power to use going forward. Choose wisely.

THE WEAPON WHEEL

The weapon wheel allows you to manage which weapons your squad uses from moment to moment. Press and hold LB to bring up your weapon wheel.

WEAPON WHEEL



The weapons your squad has equipped are highlighted in blue. To switch out a weapon for anyone in the squad, move R to choose and highlight a new weapon, then press A. Each squad mate can switch out one new weapon at a time.

CERBERUS HINT: Press and hold X to quick swap weapons.

CERBERUS ARMORY

There are five classes of weapons in *Mass Effect 2*.

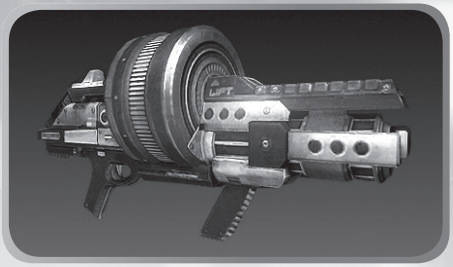
Assault Rifles	Useable by Soldiers
Sniper Rifles	Useable by Soldiers and Infiltrators
Sub-Machine Guns	Useable by Adepts, Engineers, Infiltrators, Vanguards, and Sentinels
Shotguns	Useable by Soldiers and Vanguards
Heavy Pistols	Useable by all classes

CERBERUS HINT: Rapid-fire weapons are effective against shields and barriers. Slow, hard-hitting weapons are effective against armor.

HEAVY WEAPONS

Heavy weapons are highly destructive and lethal, but limited by ammunition reserves maintained on the person carrying them. Be sure to save your heavy weapon ammunition for when you really need it.

Some heavy weapons are acquired on missions while others are made by doing research aboard the Normandy.



The most common heavy weapon carried by Cerberus personnel is the M-100 Grenade Launcher.

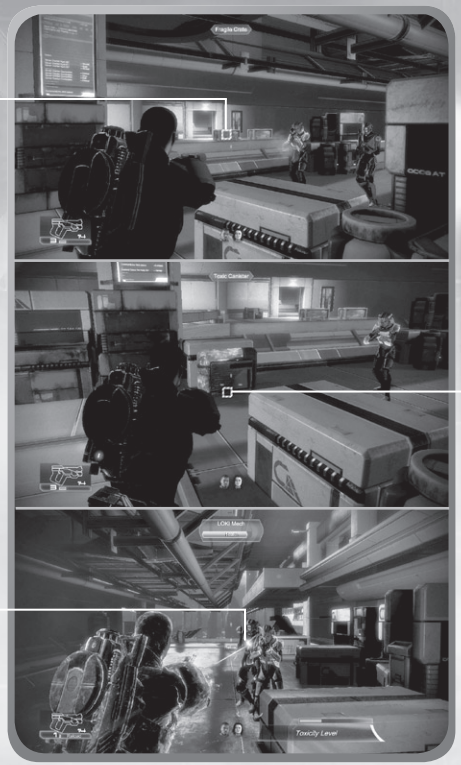
CERBERUS HINT: As you acquire technology, new research projects become available for you to purchase aboard the Normandy. These projects equip you and your squad with new and powerful technology upgrades.

IN-GAME HUD

The game HUD is your window into the world. The HUD displays your squad's status, your enemies' resistances, your equipped weapon's current amount of thermal capacity, and which objects in the world are useable. Understanding the information on this screen is the key to victory.

RETICLE

The reticle highlights objects you can interact with in the world. The color of the reticle determines whether objects are combat or exploration objects.



Destructible: An object that can be used as cover but does not stand up to sustained fire. You can destroy enemy cover if it is marked with this symbol.

Dangerous: An object that is volatile and could have interesting consequences if shot or overloaded.

Enemy: An aggressive opponent who is trying to kill you.

TARGET BAR

EXPLORATION OBJECT TARGET BAR

Exploration Object Target Bar

This bar highlights the name of the object you currently have selected.

Exploration target bars show the name of the object and what happens if you press Ⓐ to activate the object. Some common interactions are:

- Talk
- Hack
- Bypass
- Open
- Scan
- Take

Enemy target bars show the name of the enemy and their health and resistance bars.

Enemies with resistances are protected by armor, shields, or a biotic barrier. You must penetrate these resistances before you can take an enemy down.

If an enemy's red health bar is revealed, use debilitating powers to quickly kill them.

CERBERUS HINT: While their resistances are intact, enemies cannot be incapacitated or affected by powers that damage health. You must lower resistances to use certain powers.

CERBERUS HINT: If an enemy is protected by resistances, bring up your power wheel to see which power could be useful against those resistances. Press and hold RB to bring up your power wheel.

HEALTH BAR

The health bar appears as an arc over each squad portrait. It is closely tied to the shield bar. When Shepard is damaged, the shield bar appears, indicating Shepard is under fire and taking damage. When all shields are depleted, the health bar appears in order to track Shepard's health status.

POWER COOLDOWN METER

When Shepard uses a power, all powers cool down and are unusable for a short period of time. During this time, a small set of brackets appears around the target reticle. When the brackets disappear, Shepard can use powers again.

SQUAD BAR

The squad bar is located at the bottom of the HUD and gives information on:

Health—Each squad member's health status:

- Healthy
- Injured
- Dead

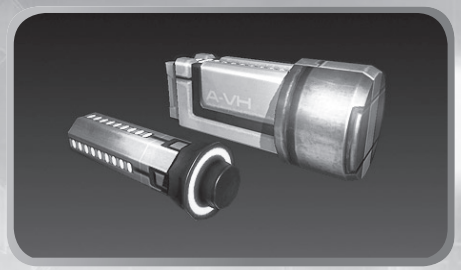
Resistance—Each squad member's resistance status:

- Active
- Inactive

Power Cool Down— While this element is active, the specific squad member is unable to use any powers.

CERBERUS HINT: Watch for the power cool down indicator to disappear on the squad bar. This means that one or both of your members is ready to use their powers again.

THERMAL CLIPS



After analyzing geth advances in weaponry, the Alliance retrofitted every weapon in service with a thermal clip system developed by the geth.

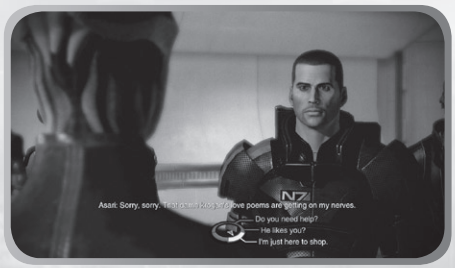
Thermal clips hold a store of disposable heat sinks universal to all small arms. Instead of waiting for an overheated weapon to cool down, you can simply eject the spent heat sink and the clip feeds in a new one. This allows for a greater sustained rate of fire and more numerous impacts on targets down-range.

The HUD element in the lower left corner shows how many shots are left in your weapons thermal clip. The bar below this number is the progress towards expending your current heat sink.

NOTIFICATION SYSTEM

During the course of the game, you are notified of certain events, like acquiring objects, finding or losing resources, or earning Paragon and Renegade points. Notifications appear in the lower-right hand corner of the screen. Watch for these events to understand your interactions in the game.

CONVERSATIONS



You can select and talk to certain people in the world by pressing Ⓐ.

The cinematic, choice-based dialogue in *Mass Effect 2* lets you fine-tune your character and story using the conversation wheel at the bottom of your screen.

Choices on the wheel's left side let you explore the conversation in depth, while choices on the right tend to move the conversation to quicker completion.

The top of the wheel typically corresponds to Paragon choices, where Shepard makes selfless, cooperative decisions. The bottom generally corresponds to Renegade choices, where Shepard tends to be more aggressive and hostile.

CHARM AND INTIMIDATE

Your Paragon and Renegade meters represent your skills at Charm or Intimidate. You can boost your Charm and Intimidate skills by spending squad points.

New options appear on the left side of the wheel that may affect outcomes of later conversations. Charm options appear in blue text; Intimidate options appear in red.

INTERRUPT SYSTEM

At certain times during a conversation, you are be able to interrupt the conversation as either a Paragon or a Renegade. The Paragon Interrupt symbol appears on the left side of the screen; the Renegade symbol appears on the right.

During a dialogue, pull LT for a Paragon Interrupt or pull RT for a Renegade Interrupt.

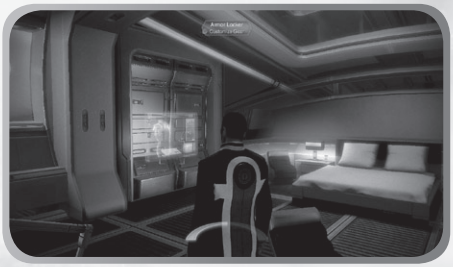
PARAGON

RENEGADE

THE NORMANDY

The Normandy SR-2 is the most advanced starship ever built by humanity. It not only represents a home base for you and your squad, it is also the key to your victory. There are many systems aboard the Normandy that help you to navigate the dangers of your mission.

DECK 1–CAPTAIN'S CABIN



The captain's cabin is your personal oasis. Make your cabin feel more like home with pets, decorations, and other items of interest, purchased at stores.

While in your cabin, you can customize the combat effectiveness and general look of your combat armor and casual wear. Look for new armor pieces and items in stores and on missions.

PERSONALIZATION GUI

CERBERUS HINT: Look closely at the bonuses granted by armor pieces. By mixing and matching various types, you can create an outfit that enhances your combat preferences.

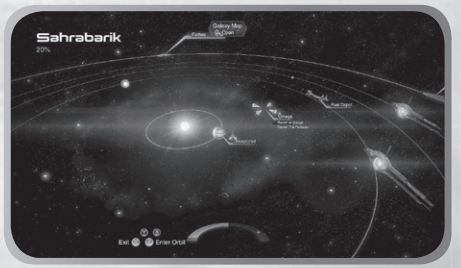
DECK 2–CIC

The CIC contains a number of command and control interfaces that allow you to navigate the Normandy, manage the crew, and look at advanced research.

YEOMAN KELLY CHAMBERS

Yeoman Chambers is your executive assistant. She informs you if one of your crew needs to speak with you, when you have messages, or if there is a private transmission waiting in the comm room.

THE GALAXY MAP



The Galaxy Map is your interface for traveling throughout the galaxy, scanning uncharted worlds, finding dangerous N7 missions and managing your supply of fuel and probes.

The galaxy map has four levels of detail for navigation: galactic, cluster, system, and planet.

The galactic level shows the destinations within the galaxy that are available for travel. Select a cluster and press A to travel to a system containing a mass relay.

Once you are inside a system, look to see if it is bounded by a green ring. Navigating the Normandy into this green ring brings up the cluster view. Moving around in the cluster view requires that you burn fuel.

Fly the Normandy to a planet and press A to put your ship in orbit and bring up the scanning interface.

CERBERUS HINT: Be careful traveling between stars in the cluster view. If you run out of fuel, you are forced to burn valuable resources to make it back to the fuel depot located by the mass relay.

SCANNING

Most of the planets in the galaxy map can be orbited, scanned, and probed for various useful minerals including:

- Iridium
- Palladium
- Platinum
- Element Zero

Press Y when orbiting a planet to activate the scanner reticle. Move L to move the reticle. Move R to rotate the planet.

To scan the planet, pull and hold LT. Indicators on the screen show where valuable mineral deposits might be. Pull RT to launch a probe to recover minerals.

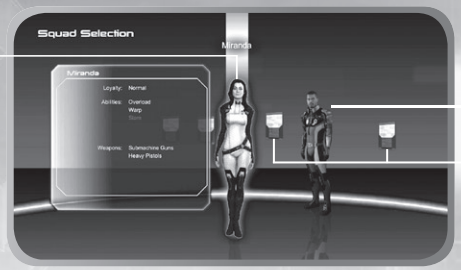
Occasionally, an anomaly appears as a visible white line under your reticle and disrupts your scanner. These anomalies are usually distress beacons or other signals originating on the surface of the planet. Follow the line to the source, and launch a probe to investigate it. This allows you to open up new N7 missions and land on the planet.

Make sure that you are topped off on fuel and probes before leaving the system containing the mass relay. Do this by visiting the fuel depot near each mass relay.

PRIVATE TERMINAL

As captain of the Normandy, you have access to a private terminal where you can receive private messages, look at the status of your squad, do research and review all technological upgrades found or purchased.

SQUAD OVERVIEW



This brings up the Squad Selection screen, where you can look at the dossiers of potential squad members, review the capabilities and loyalty level of current squad members, or change their appearances via downloaded content.

EMAIL

Throughout your missions, various individuals send messages to your private terminal.

THE ARMORY

The Normandy's armory is just off the CIC and has terminals for managing your squad's weapons. Use the Load Out screen to select which types of weapons your squad is going to use. Use the Heavy Weapon screen to select which heavy weapon you take on missions.

THE LAB

The ship's lab lies dormant, waiting for an appropriately brilliant scientist to come aboard. It is another area to access research when it eventually opens up.

RESEARCH AND TECHNOLOGY

This interface allows you to review the research projects and upgrades you have acquired. You can buy upgrades from stores with credits, or build them using research. Review all your upgrades on your personal terminal.

The research computer lets you build new upgrades for you and your squad. To build an upgrade, you must first acquire a research project by retrieving technology on missions. Then, obtain the required resource to complete the research project (iridium, platinum, palladium, element zero) from planets. Finally, use the research computer in the Normandy lab to build the upgrade.

CERBERUS HINT: Research and technology is one of the key factors to succeeding on your mission. Every piece of technology found, purchased, or researched enhances the combat capabilities of your ship, squad, and gear.

COMM ROOM

In this room, you can communicate with others in holographic form. When urgent, important matters arise, you are summoned to this room to communicate in person.

DECK 3–CREW QUARTERS

Many of your squad mates are billeted on this deck. Make sure to check in with them to see if they need anything.

APPENDIX 1–MINI-GAMES

There are two tech mini-games that allow you to bypass locks and hack encrypted files.

BYPASS

To bypass a lock, find matching circuit pairs without activating mismatched pairs.

Move L to move the reticle around. When you move over a node, it reveals its circuit type. Press A while on a circuit node to lock it in for several seconds, then quickly move the reticle to find the matching node. Select the matching node and press A to lock the pair in.

While a node is locked in, you cannot view the type of circuit it contains.

HACK

To hack encrypted files, find a matching code fragment in a series of scrolling code fields.

Press ◌ to move the code reticle around and search. Press A to lock in a piece of code. The current target code is displayed at the top of the screen.

The hack terminates if you:

- Select incorrectly three times.
- Move your code reticle over a red-coded segment that contains security probes.

APPENDIX 2–CLASSES

There are six base classes with variable strengths in different areas for the player and squad members. Some classes are focused on one skill area while others balance strength equally in two or more areas.

Certain powers, weapons, and ammunition are class-specific. Others require the player to spend squad points to unlock them.

SOLDIER–COMBAT SPECIALIST

The Soldier is a tough warrior, able to deal with a range of combat situations by getting into the thick of the fight, picking the right tactical weapon, and outlasting opponents.

Weapons and Equipment

- Assault Rifle
- Sniper Rifle
- Shotgun
- Heavy Pistol
- Disruptor Ammo
- Incendiary Ammo—Must be Unlocked
- Cryo Ammo—Must be Unlocked

Powers

- Adrenaline Rush—Class-Specific Power
- Concussive Shot—Must be Unlocked

INFILTRATOR–COMBAT/TECH

The Infiltrator is a tech-savvy warrior, able to win battles by quickly disabling and killing enemies, unlocking alternate routes, and using tactical stealth.

Weapons and Equipment

- Submachine Gun [SMG]
- Heavy Pistol
- Sniper Rifle
- Disruptor Ammo
- Cryo Ammo—Must be Unlocked

Powers

- Tactical Cloak—Class Advantage
- AI Hacking—Must be Unlocked
- Incinerate—Must be Unlocked

VANGUARD–BIOTIC/COMBAT

The Vanguard is a powerful biotic warrior able to jump across the battlefield in an instant to charge the enemy and attack at close range, combining the offensive power of an Adept and a Soldier.

Weapons and Equipment

- Submachine Gun [SMG]
- Heavy Pistol
- Shotgun
- Incendiary Ammo
- Cryo Ammo—Must be Unlocked

Powers

- Biotic Charge—Class-Specific Power
- Pull—Must be Unlocked
- Shockwave—Must be Unlocked

SENTINEL–BIOTIC/TECH

The Sentinel is the most flexible class, able to combine tech and biotics to manipulate enemies and protect themselves with tech armor.

Weapons and Equipment

- Submachine Gun [SMG]
- Heavy Pistol

Powers

- Tech Armor—Class-Specific Power
- Throw
- Cryo Blast—Must be Unlocked
- Overload—Must be Unlocked
- Warp—Must be Unlocked

ADEPT–BIOTIC SPECIALIST

The Adept is the ultimate biotic, able to use the power of the mind to manipulate the physical world, disable and debuff enemies, and deal massive damage.

Weapons and Equipment

- Submachine Gun [SMG]
- Heavy Pistol

Powers

- Singularity—Class-Specific Power
- Throw
- Pull—Must be Unlocked
- Shockwave—Must be Unlocked
- Warp—Must be Unlocked

ENGINEER–TECH SPECIALIST

The Engineer is a skilled expert who quickly and easily shapes the battlefield before combat begins, ensuring that the enemy always begins with a significant disadvantage.

Weapons and Equipment

- Submachine Gun [SMG]
- Heavy Pistol

Powers

- Combat Drone—Class-Specific Power
- Overload
- AI Hacking—Must be Unlocked
- Incinerate—Must be Unlocked
- Cryo Blast—Must be Unlocked

APPENDIX 3–RESOURCE TYPES

There are many different types of resources found throughout the world, automatically tracked on your Mission Computer. At any time, you can press ▶ to view your Mission Computer with resource totals at the bottom of the screen. Resources are:

CREDITS

This universal form of currency can be used in stores to purchase items, or at fuel depots to purchase fuel and probes for interstellar exploration.

PROBES

These are used to perform detailed scans of small areas of a planet. Probes allow you to recover minerals and transport back to the Normandy, as well as unlock secret N7 missions.

THERMAL CLIPS

This represents the number of shots you can take with individual guns.

HEAVY WEAPON AMMO

This powers your current heavy weapon. The number of current shots with that weapon are shown on the weapon wheel.

IRIDIUM, PLATINUM, PALLADIUM AND ELEMENT ZERO

These are rare and valuable resource found mainly through planetary scanning and exploration. They allow for advanced research projects aboard the Normandy.

MEDI-GEL

Medical gel is used to treat various wounds and ailments. You can acquire medi-gel at aid stations you find on missions. You can also purchase an increase in your medi-gel capacity in some shops. To revive fallen squad members, raise the Power Wheel and select the Unity power. You must have medi-gel to use Unity; the amount of medi-gel you currently have is displayed on the Unity power icon.

XBOX LIVE

Xbox LIVE® brings more of the entertainment you love right to your living room. Raise the curtain on your own instant movie night with thousands of HD movies, TV shows, and videos downloaded in a snap from Xbox LIVE and Netflix. Find the perfect game for any player with a free trial of hundreds of titles from the largest library available. With downloadable Game Add-Ons like maps, songs, weapons and levels, you'll get more out of every game by putting more into it. And don't forget to connect and play with friends wherever they happen to be. With Xbox LIVE, your fun never ends.

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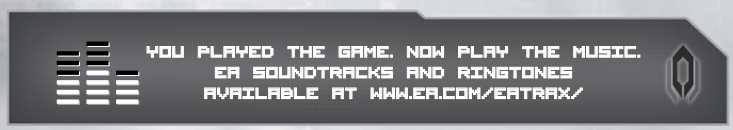
CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live/countries.**

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service. And set time limits on how long they can play. For more information, go to **www.xbox.com/familysettings.**



GAME CREDITS

Project Director
Casey Hudson

Lead Designer
Preston Watamaniuk

Lead Writers
Mac Walters
Drew Karpyshyn

Art Director
Derek Watts

Lead Programmer
David Falkner

Senior Project Manager
Yanick Roy

Art & Animation

Cinematic Animators
Parrish Ley - Lead
Carlos Arancibia
Ed Beek
Carl Boulay
Jonathan Cooper
Tony de Waal
Tim Golem
Suhas Holla
Bartek Kujbida
Thierry Labelle
Greg Lidstone
Joel MacMillan
Marc-Antoine Matton
Hugo Morales

In-Game Animators
Brad Kinley - Lead
James Humphreys
Stefano Marchesini

Technical Animators
Cristian Enciso
Ray Lim
Kiaran Ritchie

Add'l Animation
David Wilkinson

Character Artists
Jaemus Wurzbach - Lead
Ben Carriere
Leroy Chen
Ken Finlayson
Kolby Jukes
Francis Lacuna
Rion Swanson

Concept Artists
Ben Huen
Mikko Kinnunen
Matt Rhodes
Brian Sum

GUI Artist
Nelson Housden

Level Artists
Mike Trottier - Lead
Don Arceta
Casey Baldwin
Lee Church
Graham Kelly
Andrew Knight
Rohan Knuckey
Mark Linington
Noel Lukasewich
Boyd McKenzie
Neil McKnight
Young Park
Danny Rodriguez
Chris Ryzebol
Marcel Silva
Neil Valeriano
Technical Artist
Jeff Vanelle - Lead

Visual Effects Artists
Trevor Gilday - Lead
Terrence Kim

Add'l Art
Kally Chow
Mike Hong

Director of Art & Animation
Alistair McNally

Asst. Director of Art & Animation
Dean Andersen

Audio, Localization, & External Resources

Audio Design
Rob Blake - Lead
Steve Bigras
Real Cardinal
Jason Cushing
Vance Dylan
Terry Fairfield
Joel Green
Jordan Ivey
Michael Kent
Jeremie Voillot

Add'l Audio Implementation
Andrew Gray
Nathan Willis

Voice-Over Producer / Director
Caroline Livingstone

Asst. External Producers
Melanie Fleming
Steve Lam

Localization Project Manager
Ryan Warden

External Producer
John Campbell

Director of Audio, Localization, & External Resources
Shauna Perry

Audio Director
Simon Pressey

Localization Producer
Jenny McKearney

Design

Cinematic Designers
Armando Troisi - Lead
Vanessa Alvarado
Edward J Douglas
John Ebenger
Samuel Irwin
Leo Lucien-Bay
Paul Marino
Nathan Moller
Jonathan Perry
Guilherme Ramos
Zachariah Scott
Robert Stoneman

Gameplay Designers
Christina Norman - Lead
Noel Borstad
Jason Attard
Corey Gaspur
Eric Fagnan

Level Designers
Dusty Everman - Lead
Raylene Deck
Alex Elsayad
Dave Feltham
Matthew Fisher
Bastiaan Frank
Keith Hayward
Jos Hendriks
Miles Holmes
Rick Knowles
Patrick Moran
Thomas Perlinski
Matthew Resmini
Jon San Agustin
Kris Schoneberg
Graham Scott
David Stenton
Gary Ian Stewart
Bjorn Taylor
Joshua Wilson
John Winski

Writers
Malcolm Azania
Chris Hepler
Brian Kindregan
Luke Kristjanson
Chris L'Etoile
Jay Turner
Patrick Weekes

Editors
Cookie Everman
Dan Lazin
Karin Weekes

Add'l Design
Jason Booth
James McVinnie
Vincent Napoli
Michelle Pettit-Mee
Cathleen Rootsaert
Jay Watamaniuk

Director of Design
Matt Robinson

Production

Producers
Adrien Cho (Art)
Jesse Houston
Nathan Plewes

Project Managers
Corey Andruko - Lead
Ryan Ward - PC Lead
Marwan Audeh
Scylla Costa
Michael Gamble
Dorian Kieken
Robin Mayne

Co-Directors of Production
Benoit Houle
Duane Webb

Programming
Assistant Lead Programmer
Don Moar

Programmers
Chris Blackbourn
Doug Demyen
Mike Devine
Blake Grant
Prashan Gunasingam
Brenon Holmes
Ryan Hoyle
Mark Jaskiewicz
Chris Johnson
Carson Knittig
Matthew Komsthoeft
Rob Krajcarski
Jocelyn Legault
Yuri Leontiev
Dominic Mathieu
Chris Orthner
Shawn Potter
Thomas Roy
Brent Scriver
Zousar Shaker
David Streat
Leah Vilhan
John Wetmiller
Darren Wong
Peter Woytiuk
Justin Yong
Tom Zaplachinski

Localization Programmers
Chris Christou
Andy Desplenter
Christopher Mihalick

Add'l Programming
Devin Doucette
Andrew Gardner
Matt Peters
Chris Sharp
Graham Wihlidal
Don Yakielashek

Director of Programming
Aaryn Flynn

Quality Assurance

QA Principal Lead
Kim Hansen

QA Design Team
Billy Buskell - Lead
Daniel Barrett
Luke Barrett
Chris Buzon
Darren Clark
Mitchell T. Fujino
Darren Gilday
Garret Haynes
Matt Henderson
Scott Horner
Kyle Hubbard
Scott Langevin
Ivan Mulkeen
Barrett Rodych
Chris Schanche
Kim Stolz
Decard Timmermans
Daniel Trottier

QA Story Team
Arone Le Bray - Lead
John Epler
Frank Gordon
Carlo Lynch
Tom Trachimowich
Stanley Woo

QA Technical Team
Brian Mills - Lead
James Costanzo
Steven Deleeuw
Jack Lamden
Gabriel Leung
Boldwin Li
Brett Ludwig
William Mah
Nathan Matichuk
Michael Nemish
Edward Pollard

QA Programmers
Alex Lucas – Lead
Sam Johnson – Lead
Daniel Busse
Chester Szeto
Dave Schaefer
Jay Zhou

QA Focus Test Coordinator
Iain Stevens-Guille

Add'l QA
Nathan Frederick
Caleb Kan
Costa Zervos

Director of QA
Ron Clement

Marketing

Senior Product Manager
Jarrett Lee

Marketing Assistant
Nick Clifford

PR
Matt Atwood
Heather Rabatich

Online Marketing
Derek Larke - Manager
Isa Amistad
Jeff Marvin
Nadia Phillipchuk
Chris Priestly
Jeff Rousell
Jesse Van Herk
Colin Walmsley
Jay Watamaniuk

Senior Director of Marketing
Ric Williams

Operations

Directors of Business Development
Richard Iwaniuk
Robert Kallir
Executive Assistant
Teresa Meester

Director of Finance
Kevin Gunderman

Finance / Payroll
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Director of Human Resources
Mark Kluchky

Human Resources
Celia Arevalo
Theresa Baxter
Leanne Korotash
Chris Pangrass

Information Systems and Administration

Director of Information Systems, Facilities, and Administration
Vince Waldon

Administration
Keri Clark - Office Manager
Amy Fraser
Leah Hollands
Nils Kuhnert
Jeanne-Marie Owens

Application Support
Lee Evanochko - Manager
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Robert McKenna

Desktop Support
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Mike Patterson – Manager
Kelly Wambold

Infrastructure
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Sam Decker
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Special Thanks
Jonathan Baldwin
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Stefan Lednicky
James Redford
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Paul Schultz

Studio Leadership, BioWare

Co-founder
Ray Muzyka

Co-founder
Greg Zeschuk

Cast

Shohreh Aghdashloo
Admiral Shala'Raan vas Tonbay

Maggie Baird
Samara

Adam Baldwin
Kal'Reegar

Michael Beattie
Mordin Solus
Add'l voices

Claudia Black
Admiral Xen
Add'l voices

Steve Blum
Grunt
Add'l voices

Keith David
David Anderson

DC Douglas
Legion
Add'l voices

Keythe Farley
Thane Krios
Add'l voices

Seth Green
Jeff "Joker" Moreau

Jennifer Hale
Commander Shepard

Tricia Helfer
EDI

Michael Hogan
Captain Bailey

Brandon Keener
Garrus Vakarian

Adam Lazarre-White
Jacob Taylor
Add'l voices

Mark Meer
Commander Shepard
Add'l voices

Carrie-Anne Moss
Aria T' Loak

Martin Sheen
Illusive Man

Liz Sroka
Tali'Zorah vas Neema

Yvonne Strahovski
Miranda Lawson

Courtenay Taylor
Jack
Add'l voices

Simon Templeman
Admiral Han'Gerrel

Additional Voices
Jocelyn Ahlf
April Banigan
Ashley Barlow
Steve Barr
Shannon Blanchet
Brian Bloom
Jessica Bogart
Wes Borg
Wendy Braun
Kimberly Brooks
Lora Brovold
Natalia Cigliuti
Belinda Cornish
Jim Cummings
Jon Curry
Josh Dean
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Grey Delisle
Michael Dorn
Collin Doyle
Alistair Duncan
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Gideon Emery
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Ali Hillis
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Localization

Production
Inés Hernández Ramiro - Int'l Project Manager
Daniel Harty - Asst. Project Manager

Engineering
Rubén Martín Rico - Project Lead
Danilo José Guerrero Rodríguez - Senior
Fernando San Nicolás - Lead
Alberto Abad Ballesteros
Irene Chillón
Tomás Martínez Cortés
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Coordination
Álvaro Corral
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Hugo Rivalland - Junior Project Manager
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Pierre Attali
Wojciech Baran
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Cristian De Frassine
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Timothée Even
Ángel Fernández
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Post-production
Joaquín Aicart

Quality Assurance

Leadership
Derek Fitzgerald - QA Manager
Keith Chan - Senior QA Project Lead
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Testers
Arman Abounourinejad
Ezequiel Alsina
Cecilia Alvarez
Wade Anderson
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Michael Sop
Ryan Butterfoss

QA
Chris Buffett

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Axis Animation
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Liquid Development, LLC

3D Scanning
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Motion Capture
EA Worldwide Motion Capture Studio (Burnaby)
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Original Score
Wall of Sound, Inc
Lead Composer
Jack Wall

Composers
Jimmy Hinson
Sam Hulick
David Kates

Music Implementation
Brian DiDomenico

Voice-Over Direction (LA)
Chris Borders
Ginny McSwain

Voice-Over Production Services
Tikiman Productions, Inc.

Voice-Over Recording
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