

Mass Effect 3 Walkthrough

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Introduction

- This guide will assume you own all the DLC.
- Level X weapons are only available on a NG+ (New Game Plus) playthrough, so without using the save game editor, you can only get Level V weapons on a first playthrough, even with a level 30 ME2 import. As such, playing on Insanity on your 1st playthrough can be hard for characters which rely heavily on weapons.
- Paragon/Renegade points stack to determine your reputation, so you can be both without penalty.
- War Assets are key to obtaining the best possible ending. You need a high Effective Military Strength and choose the Destroy option at the end for Shepard to “survive.” Though this may not be the best solution.
- Pay attention to the [Morality Guide](#) if you want to maximize your points.

Combat Tips

- At high difficulty levels, it is imperative that you stay in cover as much as possible and be careful about preserving your ammo. Having a backup weapon (or two) is highly recommended unless you use powers heavily and need to increase your power cool-down.
- There are times when not ducking behind cover is preferable. Vanguard's especially rely on close combat. Even Infiltrators with sniper rifles may occasionally do better staying on their feet and just keeping a wall between them and the enemy until they are ready to fire.
- See the section on [weapons](#) to determine which weapons will be best for your playstyle.
- For armored enemies, a weapon that deals more damage per shot is more important than one that does more damage per second. While for unarmored enemies, the opposite may apply.
- Make good use of your squad's biotic and tech abilities by manually ordering attacks against targets to combine these attacks for maximum damage.
- Also be sure to manually order your squadmates behind cover in tactically-sound positions to take on enemies (on PC this can be done with the Q and E keys by default).

General Tips

- It is useful to explore everything thoroughly. If you miss an upgrade/item, you can probably buy it at the Spectre terminal on the Citadel
- **Credits are limited in this game** until after *Citadel: Shore Leave*. This may be one argument for doing that mission earlier than I list it in this guide. I placed it where I did in order to ensure you can take all possible squadmates and be at the maximum level, so you can allocate all talent points to squad members like Wrex.
- Speak to everyone between missions. Example: Kelly in the refugee camp on the Citadel will give you your fish back. **Don't forget to feed your fish between missions!!!** Don't bother buying the VI that feeds your fish for you automatically. Just feed them yourself and use those credits for more useful upgrades.
- Early on, focus on buying upgrades that are useful for your play style. Upgraded weapons can be purchased on the Normandy, but don't waste credits on weapons you and your squad aren't using. Later, you will amass enough credits to buy other upgrades/weapons/pets/models.
- Do **not** waste credits on special weapons available at the Spectre terminal on the Citadel unless you really want them. See the next section to determine if you need that expensive Spectre weapon.
- Don't waste credits on fuel either. Explore systems that don't have missions in them whenever possible.

Best Weapons

- There is a difference between what weapons are best for Shepard and which are best for squadmates. Shepard is limited by the weight of weapons (too much weight and he/she won't be able to cast powers as quickly). Squadmates aren't affected by weight. Accuracy is also more important for Shepard than for squadmates.
- Many weapons will not be available until later in the game. Choose personal weapons best suited to your playstyle and give squadmates the most powerful weapons they can carry. Here are some of the best:

Assault Rifles

Cerberus Harrier: a fully automatic version of the M-96 Mattock (below).

- Acquired: automatically if you have the Firefight Pack DLC.
- Pros: fully automatic, while retaining the accuracy and damage of the Mattock, making it more useful up close.
- Cons: much heavier than the Mattock and also has limited ammo for an automatic AR.

M-7 Lancer: a fantastic alternative to the M-8 Avenger!

- Acquired: *Citadel Archives: Escape*.
- Pros: very light and unlimited ammo. With mods, this thing can take down even the strongest enemies quickly.
- Cons: usually obtained late in the game. Doesn't cause as much damage as more powerful ARs.

M-8 Avenger: a well-balanced AR you will get early in the game.

- Acquired: *Prologue: Earth*.
- Pros: very light, well-rounded stats, lots of ammo. A great backup weapon, especially on lower difficulty levels.
- Cons: somewhat low damage, so probably not suitable at higher difficulties.

M-76 Revenant: arguably the most powerful AR in the base game (not counting DLC).

- Acquired: *Priority: The Citadel II* or purchase via Kassa Fabrication (Presidium Commons).
- Pros: high rate of fire and damage. Weighs a lot less than the N7 Typhoon.
- Cons: not very accurate and ammo is limited until fully upgraded. Typhoon may be better if weight not a factor.

M-96 Mattock: this unique semi-automatic rifle is a decent alternative to a sniper rifle, when you need to save weight.

- Acquired: *Grissom Academy: Emergency Evacuation* or purchase via Kassa Fabrication (Presidium Commons).
- Pros: being semi-automatic and providing decent damage per shot, you won't waste a lot of ammo.
- Cons: not so useful at close range or for crowd control, so best carried along with an SMG.

N7 Typhoon: kind of a more powerful version of the Revenant.

- Acquired: automatically if you have the Groundside Resistance Pack DLC.
- Pros: more ammo and much more accurate than the Revenant. Great for squadmates!
- Cons: extremely heavy. Not good for Shepards who rely on powers and want to carry multiple weapons.

Particle Rifle: a unique beam-type rifle that doesn't use thermal clips.

- Acquired: *Priority: Eden Prime*.
- Pros: unlimited ammo. Very accurate. Good for those who want to spray-and-pray at short to medium range.
- Cons: a bit on the heavy side (heavier than the Revenant) and won't do any damage at long range.

Heavy Pistols

Arc Pistol: a unique charged pistol especially effective shielded targets and synthetics.

- Acquired: *Priority: Geth Dreadnought*.
- Pros: charged ability is powerful; arguable more powerful than almost all other pistols. Lots of ammo.
- Cons: extremely heavy. Also not so good for squadmates because they won't use it properly.

Executioner Pistol: a high-damage single-shot pistol that almost takes the place of many sniper rifles.

- Acquired: automatically if you have the Groundside Resistance Pack DLC.
- Pros: high damage and shield penetration abilities. Great for squadmates!
- Cons: slow firing, slow reloading, limited ammo. **Do not equip this during *Priority: Mars!!!***

M-6 Carnifex: possibly the best multi-purpose pistol in the game you can acquire for free.

- Acquired: *Arrae: Ex-Cerberus Scientists*.
- Pros: good all-around pistol and semi-automatic.
- Cons: won't be acquired until at least halfway through the game. Not a lot of ammo until upgraded.

M-77 Paladin: probably has the highest damage-per-second of any pistol in the game against most enemies.

- Acquired: Spectre terminal in the Citadel Embassies (base cost: 200,000 credits).
- Pros: great backup weapon for those who specialize in carrying assault rifles or those who use a lot of powers.
- Cons: expensive. Not so useful for snipers.

M-358 Talon: basically a shotgun in pistol form. Extremely powerful.

- Acquired: *Priority: The Citadel II*.
- Pros: even more powerful than the Executioner against un-shielded opponents. A little more ammo too.
- Cons: extremely heavy for a pistol. Better for squadmates or a primary Shepard weapon than a backup.

N7 Eagle: a decent backup pistol, but I wouldn't use it as a primary weapon.

- Acquired: automatically if you have the N7 Collector's Edition Pack DLC.
- Pros: automatic pistol that does high damage quickly. Extremely light!
- Cons: low per-shot damage, making it ineffective against armor.

Shotguns

Graal Spike Thrower: a great charged semi-auto shotgun.

- Acquired: *Priority: Tuchanka*.
- Pros: very accurate for a shotgun while still being one of the most powerful in the game.
- Cons: a bit on the heavy side (though not the heaviest). Squadmates don't seem to use the charge ability.

M-11 Wraith: arguably the best shotgun in the game all-around.

- Acquired: Spectre terminal in the Citadel Embassies (base cost: 250,000 credits).
- Pros: relatively light-weight and provides two shots before having to reload. Very high damage.
- Cons: not as much damage per shot as the Claymore. Very expensive.

M-300 Claymore: amazing damage if you can learn to aim properly.

- Acquired: *Attican Traverse: Krogan Team*.
- Pros: highest damage-per-shot of any shotgun in the game, and at close range of all weapons in the game.
- Cons: extremely heavy. Can only get off one shot before having to reload!

N7 Piranha: a great backup shotgun with very high damage-per-second.

- Acquired: automatically if you have the Groundside Resistance Pack DLC.
- Pros: fully automatic and just as light as the Wraith.
- Cons: not useful at anything except short range and will use up ammo quickly.

SMGs (Submachine Guns)

Blood Pack Punisher: one of the best SMGs in the game at close range.

- Acquired: automatically if you have the Firefight Pack DLC.
- Pros: amazing damage at close range. Makes a great backup weapon or squadmate weapon!
- Cons: not so accurate at long range. A bit on the heavy side, so may want to use SMG Ultralight Materials mod.

M-9 Tempest: probably the best SMG for a backup weapon.

- Acquired: *Tuchanka: Turian Platoon*.
- Pros: great all-around SMG that is very lightweight. Add the SMG High Caliber Barrel for more damage or the SMG Recoil System for more stability to make it even better!
- Cons: high recoil unless upgraded and/or modded.

M-25 Hornet: a good SMG for those who don't need something fully automatic.

- Acquired: *Priority: The Citadel II*.
- Pros: almost as much damage as the Hurricane, but more accurate at long range, especially if modded.
- Cons: 3-round bursts rather than fully automatic; this helps with accuracy but isn't as good for crowd control.

N7 Hurricane: a possible alternative to the Blood Pack Punisher.

- Acquired: automatically if you have the N7 Collector's Edition Pack DLC.
- Pros: extremely high fire rate. Highest of any other SMG. Very high damage at close range.
- Cons: not so accurate at long range. A bit on the heavy side, so it can slow down power usage.

Sniper Rifles

Black Widow: arguably does the most damage-per-second of any other sniper rifle.

- Acquired: Spectre terminal in the Citadel Embassies (base cost: 250,000 credits).
- Pros: each shot does as much damage as the Mantis, but can be fired 3 times before reloading.
- Cons: expensive. Very, very heavy.

Krysae Sniper Rifle: a unique sniper rifle that fires explosive shots.

- Acquired: automatically if you have the Firefight Pack DLC.
- Pros: explosive rounds will damage targets even if you miss slightly. Holding fire button allows extra zoom.
- Cons: rounds travel slowly, so it isn't effective against fast-moving targets.

M-92 Mantis: most powerful single-shot sniper rifle early in the game.

- Acquired: *Priority: Mars*.
- Pros: each shot is as powerful as one from the Black Widow, without the high cost. Low weight.
- Cons: you have to reload after every shot, which takes time, so you must be a really good shot.

M-98 Widow: most powerful damage-per-shot of any sniper rifle, but has some drawbacks.

- Acquired: *Priority: Thessia*.
- Pros: a terrific upgrade to the M-92 Mantis, though with slightly less ammo and not as steady in my testing.
- Cons: only obtainable late in the game. Have to reload after every shot. Very, very heavy.

N7 Valiant: well-rounded sniper rifle. Less powerful but lightweight alternative to the Black Widow.

- Acquired: automatically if you have the N7 Collector's Edition Pack DLC.
- Pros: semi-automatic; can get off several shots before each reload. Not as heavy as others in this list.
- Cons: each shot is not as damaging as others in this list, so may not be as useful on higher difficulties.

Romance

- It isn't possible to experience all romances for your gender in one playthrough. There are exceptions to this: for example, on one playthrough I was able to romance both Ashley and Jack. You can flirt with all possible romances until you lock one in. There are also some "flings" you can have which are not permanent romances, but can only do flings if you haven't locked a romance yet. Your romantic interest may know about flings, but this doesn't normally stop you from pursuing them. Try to put off the "lock-in" conversation with your preferred partner as long as possible, but do it before *Citadel: Shore Leave* if you want to have some flings. Alternately, you could wait to lock-in your permanent romance after *Citadel: Party* (just before *Priority: Cerberus Headquarters*)—this will allow you to have a fling at the party, but you will miss some romance dialog.
- Flings:
 - Kelly Chambers: available to both genders. She's in the refugee docking bay on the Citadel. If she was invited to dinner in ME2, be nice to her, but **pick Renegade option to convince her to change her identity early on**. Sometime before *Priority: Rannoch*, can sleep with her if you haven't locked in a major romance.
 - Samantha Traynor: **female Shepard only!** Be nice to her. After *Priority: The Citadel II*, she'll ask to come to your cabin. Invite her up and when she showers, join her. **Important:** if you do the shower scene with her before locking in another romance, they may not allow a lock-in, but if done after, she can be a fling.
 - Diana Allers: available to both genders. You must have invited her onto the Normandy. She will interview you after 3 Priority missions. After the 3rd (*Priority: Rannoch*), you can sleep with her. No sex scene though. Some romantic partners (namely Liara) complain about this if talked to on Normandy, so be careful.
 - Jacob Taylor: not really a fling, but if romanced in ME2, get closure during *Arrae: Ex-Cerberus Scientists*.
 - Thane Krios: not really a fling, but if romanced in ME2, get closure by talking to him in Citadel hospital.
- Women (except for Liara, you must be a male Shepard to romance any of these):
 - Ashley Williams: even if you didn't romance her in ME1, can still pursue her. Buy gift when she's in the hospital, be nice to her, and recruit her.
 - Locked-in: affirm your relationship when she is in the cafe on the Presidium Commons.
 - Jack: only if you romanced her in ME2. Apparently, you can lock her in even if you've locked in another permanent romance, though this could cause issues if you talk to your other interest later.
 - Locked-in: affirm your relationship when she is sitting in the Purgatory bar after *Priority: The Citadel II*.
 - Liara: can probably romance even if you didn't romance her before. Just be nice and flirtatious.
 - Locked-in: when she's near the Meridian Place Market in the Presidium Commons, reaffirm your love.
 - Miranda Lawson: only if you romanced her in ME2. Warn her about Kai Leng via Spectre terminal on Citadel after you learn about him!!!
 - Locked-in: when she invites you to a safehouse on the Citadel, sleep with her (before *Priority: Horizon*).
 - Tali: only if you romanced her in ME2. Rekindle the romance early upon meeting her.
 - Locked-in: use the intercom in cabin to invite her up and express love. **Impossible if not done soon.**
- Men:
 - Garrus: **female Shepard only!** Only if you romanced him in ME2. Keep flirting with him when possible.
 - Locked-in: when going on "date" in the Presidium, tell him you love him.
 - Kaiden Alenko: available to both genders. Buy gift when he's in the hospital, be nice to him, & recruit him.
 - Locked-in: affirm your relationship when he is in the cafe on the Presidium Commons.
 - Steve Cortez: **male Shepard only!** Be nice to him and help him gain closure over the death of his husband.
 - Locked-in: when he invites you to Purgatory, dance with him and then kiss him.

The Beginning

Prologue: Earth

- This is just an introduction to the game. Very straightforward. Just be sure you distribute your talents as desired and you can essentially sleep through this. No assets or upgrades of note.
- Dialogue with Kaiden/Ashley will differ slightly if romanced in ME1.

Priority: Mars

- Like the last mission, you will have no choice on squadmates, and little choice on weapons.
- Dialogue with Kaiden/Ashley on elevator—and 1st convo with Liara—will differ if romanced.
- Make sure you assign talent points to Liara's Singularity. It is invaluable in this mission.
- Be sure to explore everywhere as there are several upgrades here.

Priority: The Citadel I

- Be sure to allow Allers onto the ship. She may be annoying, but there is no reason not to.
- Chakwas vs. Michel is kind of a toss-up. Why wouldn't you want your friend Chakwas? However, if you tell her to stay she does add more war assets. Though it is entirely possible to get all the assets you need without her (and even without Kaiden/Ashley as an asset) with careful planning, even at 50% readiness. Chakwas gives you the ability to possibly not use medigel when using Unity, while Michel provides extra medigel.
- While here may as well explore what you can and talk to the few people you can.

Priority: Palaven

1. Liara and James are the only two squadmates available for this mission, even if you went out of your way to recruit Javik first, so may as well head straight here and recruit Garrus (if alive).
2. When you reach the compound with Victus, be sure to explore it thoroughly before getting too close to him which will trigger the ending.
3. After, be sure to call Hackett and talk to Victus before leaving the war room.
4. Upon leaving the war room, Joker will call and you will now gain EDI as a squadmate.
5. After recruiting EDI, be sure to talk to everyone onboard and read your email.

After Palaven

- The next Priority mission we want to do is Eden Prime to recruit Javik, but there are things to do first.

The Citadel

- Return to the Citadel to visit the areas you couldn't before. But **don't** go to Bryson's lab yet.
- Ashley/Kaiden should be awake. Buy them a gift they will like (whiskey for Kaidan or book of Tennyson poems for Ashley) before talking to them.
- There will be many other new conversations you can have. Here are a few notes:
 - If you wish to have a hook-up with Kelly Chambers later on, be sure to tell her to change her identity.
 - Listen in on every conversation (some require returning several times). After, see the Spectre terminal.
 - For arguments, most have no effect on War Assets, but some do (see checklist).
 - Although you can learn about ambassador Osoba's son in Purgatory, this won't complete the mission.
- Only the following missions can be completed at this time:

Citadel: Hanar Diplomat

- Meet with Bau outside Bailey's office. Kasumi will join you on this mission if alive.
- Activate it on the Spectre terminal. Explore the Citadel for the terminals.
- Kasumi will help the final confrontation. You can get more morality without her, but more assets with.

Aria: Blood Pack

- Meet Blood Pack leaders in Commons apartment. Dialog options don't affect outcome, just morality.

Aria: Eclipse

1. Talk to Bailey about releasing the Eclipse leader on the Embassies level first.
2. Then head down to the Commons to talk to Sederis in the C-Sec office.
3. You can now still have Sederis released or talk to Sayn in the refugee camp.

Aria: Blue Suns

1. Meet Darner Vosque in the refugee camp. He tells you to kill Oraka, Aria will say differently.
2. Oraka in the Commons asks you to deal with Kannik.
3. Either retrieve the item Kannik requests from Kite's Nest→Vular→Vana, or order a hit on Oraka.

Shrike Abyssal: Prothean Obelisk

- You should have received this from the volus diplomat in the Embassies.
- Head to The Shrike Abyssal→Urla Rast and scan Talis Fia for this item.

Apien Crest: Banner of the First Regiment

- You should have received this by overhearing turians in Purgatory.
- Head to Apien Crest→Castellus and scan Digeris for this item.
- While here, explore the Gemmae system also for an extra war asset.

Ismar Frontier: Prototype Components

- You should have received this by overhearing a salarian in Huerta Memorial.
- Head to Ismar Frontier→Aquila and scan Metaponto for this item.

Kite's Nest: Pillars of Strength

- You should have received this from the batarian preaching in the Holding Area.
- Head to Kite's Nest→Harsa and scan Khar'shan for this item.
- While in Kite's Nest, don't forget the item for Aria: Blue Suns if not doing Renegade path.

Return to Citadel

- Turn in all the items you just collected to complete the above missions.
- You should have amassed some extra credits from the above missions, so do some shopping.
- While here, you may want to explore the Citadel once again, as well as talk to everyone on the Normandy (don't forget to feed your fish if you haven't purchased the Aquarium VI).
- *This is a good time to collect the Intel in Exodus→Asgard on your way to Eden Prime; you should have found the others during missions above.*

Priority: Eden Prime

- *Be sure to make a manual save before going here. If it proves too difficult, you could do N7: Cerberus Lab first, but if you're following this guide that's the only other mission you can complete so far (other than the Grissom Academy and Leviathan missions, which are more difficult than this one).*
- This mission is found in the Exodus Cluster (labeled as "Recover Prothean Artifact").
- You will have to take Liara on this mission. Expect to face many shields and some armor.
- Assault and sniper rifles are useful since many enemies are at medium or long range.
- Be sure to carefully explore everything. You need 3 pieces of intel to complete the optional mission Eden Prime: Resistance Movement, which grants you extra war assets.

After Eden Prime

1. Talk to everyone on the Normandy again; new dialog should be available.
2. You should receive an email from Kaiden/Ashley that they have become a Spectre and another from Miranda (if alive) to meet her on the Citadel, so head there.
 1. Talk to Kaiden/Ashley and Miranda. There should be new dialog with Kelly Chambers also.
 2. Explore all levels in case you missed something.
 3. Do some shopping.
3. Now you can do the following missions, exploring the Normandy between them:

N7: Cerberus Lab

- Head to Sigurd's Cradle→Decoris to do this.
- A survival mission against basic Cerberus forces at short/medium range.
- Explore **everything** before collecting the 2nd artifact, as doing so will lead to a lot of enemies.

Citadel: Alien Medi-Gel Formula

- Should have received this on the Citadel. Formula found in mission above. Return it to the hospital.
- Kelly may have new dialog and Cortez may be on the docking level. Always best to check every level.

Grissom Academy: Investigation

- Head to Petra Nebula→Vetrus.
- This is a lengthy mission where you will run into your old friend Jack (if alive).
- You will fight many shielded enemies and some heavy mechs.

Citadel: Biotic Amp Interfaces

- Should have received this on the Citadel. Item found in mission above. Return it to the hospital.
- As usual, while on the Citadel, be sure to explore each level to see if you missed anything.

Leviathan

- You should be at a high enough level to handle this, but do some shopping first to get upgrades. *You could put this off until after Priority: The Citadel II if you want to bring Kaiden/Ashley, but this isn't necessary.*

Citadel: Dr. Bryson

- This covers the 1st visit to the Citadel lab and interrogating Hadley. Interrupts give no morality change.

Citadel: Leviathan I

- This covers investigating the lab. Be thorough, making sure you find the weapon mods also.
- The following filters are needed: Creature Sightings, Locations with Element Zero, and Reaper Activities.

Leviathan: Find Garneau

- Travel to Caleston Rift→Aysur. Scan the southern part of the asteroid belt to start the next mission.

Mahavid: Leviathan

- Be prepared to strip armor and/or have incendiary abilities. Explore everything carefully for more background.

Citadel: Leviathan II

- Another search of the lab. Once more, explore thoroughly so you miss nothing.
- While here, may wish to visit other Citadel levels for purchases and/or dialog.

Leviathan: Find Ann Bryson

- Travel to Pylos Nebula→Zaherin. Scanning Namakli will lead to next mission.

Namakli: Leviathan

- Very hard mission! Armor stripping and incendiary abilities are more important than shield stripping.
- *Stop by the Dirada system either on the way here or back to find a war asset.*

Citadel: Leviathan III

- Talk to Vega several times until you can collect the husk head for fun.
- Using both Renegade interrupts with Ann makes her unavailable as a war asset, but can use one.
- Stock up one last time while here. You will need all the help you can get.

Leviathan: Scan Locations

- If you used the previous interrupts, you know to go to Psi Tophet, but explore whole sector for war assets. Should have enough fuel if careful.

Despoina: Leviathan

- Tough fight here. Bring squadmates able to hold out on their own while fighting shields and armor.
- A lot of loot on the derelict; explore thoroughly between fights.

Omega

- Time to take back Omega for Aria.

Citadel: Aria T'Loak

- This is probably already in your Journal. If not, talk to Aria in Purgatory to get the email.
- Just go to Docking Bay 42 to get your briefing from Bray and Aria.

Omega: Aria T'Loak

- If your character can use grenades, there will be a lot of them. Consider retraining to gain this ability.
 - This is a very long mission and you can't bring your own squad, so make sure you are ready.
 - Aria is a strong biotic. Carefully consider how to allocate her talent points so she complements you.
1. Auto-save is useful here, especially at the start where manual saves are limited.
 2. Eventually you recruit Nyreen. See Morality Guide.
 3. Soon after you will face an Atlas and a bunch of Cerberus soldiers where Aria mentions the cannons are offline. Be sure you get all the loot in this area **before** activating the cannons, as doing so will lead to a cutscene.
 4. After gaining access to the bunker, explore and talk to everyone to obtain 2 new side missions.

Omega: Assist the Hacker

- This is done along with the next phase of the main mission (where you recruit the Talons).
- Explore everything to unlock all the terminals.

Omega: Assist the Mechanic

- Find this item upon finally entering the Talon HQ with Nyreen. It is kind of hidden.

Aria's Bunker, part II

- Now that you're back here, turn in the above two side missions and talk to Harrot (as well as buy any mods you can afford from him) before speaking to Aria to continue the main mission.

Omega: Aria T'Loak (continued)

1. This is fairly straightforward (just be sure you explore to get all loot) until you reach the reactor.
2. You can choose to use the Renegade interrupts to kill thousands and save your squadmates, or take the lengthy approach to divert power (Engineers will have a Paragon interrupt option instead). No morality either way.

Omega: Assist Harrot

- After draining the dam (during the assault on Afterlife), go down the ladder to find Aria's couch.

Omega: Aria T'Loak (continued)

- The final confrontation with Petrovsky depends on your morality actions in this mission overall. But even if you were Paragon, you can kill him, or spare him if you were Renegade (use interrupts).

Priority: Sur'Kesh

- The remaining side missions in the Journal cannot be completed just yet, so do any final shopping, visit the Citadel, then proceed with this main mission in the Annos Basin sector.
- You need to be able to fight against armor and shields all at close to medium range.
- Dialog at the beginning will differ depending on squadmates, most notably ME1 squadmates if Wrex is alive.
- Despite what Mordin says (assuming he's alive), you don't actually need to rush until you are near the female Krogan; that's when she's in danger of dying and there will be an indicator showing her pod integrity.

After Sur'Kesh

- Despite the urgency of the turian and krogan delegates, there are some things you should do before Tuchanka.

Citadel: Barla Von

- Travel to Krogan DMZ→Dranek & scan Rothla for this. Return it to Barla Von. Nothing in Nith system so skip.

N7: Cerberus Attack

- A small mission on Tuchanka. Be prepared to fight Cerberus infantry at mid- to long-range.

Citadel: Improved Power Grid

- Found during the last mission. Return item to the woman outside Purgatory.

Attican Traverse: Krogan Team/The Rachni

- Be sure to talk to Wrex/Wreav for more background before embarking.
- Travel to Ninmah Cluster→Mulla Xul→Utukku.
- Expect to face barriers and prolonged engagements at medium range.
- Be sure to look behind every bit of webbing; near final area will find message for next mission.

Citadel: Krogan Dying Message

- Found during the last mission. Take the message to Ereba in the Presidium Commons.

Citadel: GX12 Thermal Pipe

- Should be available from Engineer Adams by this point (if not, do one more planetary mission).
- Buy from a shop in the Presidium Commons. Won't be marked as complete until engineering installs it.

N7: Cerberus Abductions

- Traynor should have given you this after the mission in the Attican Traverse.
- Go to the Arcturus Stream cluster. Don't forget to scan the Arcturus system on the way.
- Be prepared to fight Cerberus soldiers and turrets in an urban setting.

Benning: Evidence

- Should have found dog tags during the last mission. Return them to Ambassador Osoba on the Citadel.

Tuchanka: Turian Platoon

- Be ready to combat lots of armor at short and medium range.

Tuchanka: Bomb

- You **must** complete this within a few missions after the last or it will fail. So best to do it right away.
- Biotics and anti-shield abilities will be useful.
- Don't miss the turret schematics near a turret close to the end.

Priority: Tuchanka

- It is **imperative** that you do everything possible before pursuing this as the Citadel will change and you will be unable to complete many missions. The Citadel will be unavailable temporarily and only *Tuchanka: Turian Platoon*, *Tuchanka: Bomb*, and *N7: Cerberus Attack* may still be completed after *Priority: The Citadel II*, which you will be forced to do on your next visit. So it's a good idea to explore the Citadel thoroughly one last time.
- Expect to face a lot of armor on this mission. Also, the Defense Matrix ability may be useful for the final fight.
- The dalatrass will argue against curing the krogan and insist you sabotage it and lie to Wrex/Wreav instead.
 - If you do this, you will gain salarian forces, but Wrex will eventually see through the ruse (Wreav won't).
- 1. During the shuttle ride down, you can try to reveal the dalatrass' plan to Mordin/Wiks, but you won't be able to anyway, so this decision doesn't matter except for morality.
- 2. Right from the start you will face waves of enemies.
- 3. On the ride in the truck you again get a chance for morality points by telling Eve & Mordin/Wiks the truth, which will remove the ability to sabotage the cure (if you don't tell truth you can choose either way). Since the Charm options at the shroud are not available if Wrex is alive or Maelon's data was saved in ME2, choosing to tell the truth here may yield the most morality if you plan to cure the krogan.
- 4. When the convoy stops, be sure you completely explore the area for loot before talking to the scout!
- 5. Carefully explore the catacombs. It is easy to get turned around.
- 6. From here on, it is straightforward until you reach the maw hammers.
- 7. This is a very tough fight. Defense Matrix (if you have it) may come in handy to keep your shields up.
- 8. Afterward, you can choose to cure the genophage or not. The specific dialog differs depending on many factors (like whether Wrex/Eve are alive, or whether you told Mordin/Wiks about the dalatrass' plan earlier). As a last resort, if you wish to sabotage the cure, you can use a renegade interrupt to shoot Mordin/Wiks in cold blood.
 - In short, the best possible outcome for gaining both krogan and salarian support is to kill Wrex in ME1, destroy Maelon's data in ME2, then sabotage the cure and convince Mordin to go along with it. This is the one case where going full Renegade through all three games actually gains you the most War Assets.
 - If you sabotage the cure and Wrex is alive, he will find out and you will lose krogan support later.
- 9. After this mission be sure to talk to Allers (assuming she's on board) for an interview.

N7: Cerberus Fighter Base

- Given by Traynor, This is the only side mission available at this time (Horsehead Nebula cluster), so may as well do it for XP.
- Lots of cramped fighting against Cerberus troops.
- Once there's a lull in the fighting, be sure you explore the whole area as you won't get another chance.
- **Be sure you find the Heating Unit Stabilizers!** They are on the wall across from the first objective and easy to miss.

Priority: The Citadel II

- Expect to encounter a lot of smoke grenades, shielded enemies, and even barriers. Basically, a well-rounded squad is useful here.
- The usual tips apply. Explore everything thoroughly so you don't miss any loot.
 - In particular, at one point you will have to use a terminal to open a door; this will also open a door in the previous hallway where you can find a new weapon.
- Only specific tip here is that you will have a confrontation with Kaiden/Ashley at the end. See [Morality Guide](#).
- Choosing whether to recruit Kaiden/Ashley or not makes little difference unless you plan to romance them. If not recruited they will be unavailable as squadmates (including for the Citadel DLC), so probably best to recruit him/her for a little additional dialog unless you really need the extra War Assets.
- After this mission a lot more dialog will open up, including romances. But I recommend not locking in a romance at this point.
- Be sure to read all your email after this mission, which will open even more dialog.

Priority: Perseus Veil

- Although you can put this off until after the next set of missions, if Tali survived ME2, you may wish to do this now. It simply consists of meeting with the quarian leaders briefly to obtain *Priority: Geth Dreadnought*.

After The Citadel II

- Explore the Citadel but **don't lock in any romance** you don't want! Tali must be locked in before Rannoch if desired. If you plan to sleep with Allers (won't harm your real romance other than a bit of dialog), do not lock in your romance until after *Priority: Rannoch*.
- Be sure to talk to everyone on the Normandy!
- Be sure to contact Miranda in the Spectre office to warn her about Kai Leng. May have to do a mission first.

Citadel: Cerberus Automated Turret Schematics

- Already found item during *Tuchanka: Bomb*. Find a C-Sec officer who wants it in the Presidium Commons.

Citadel: Heating Unit Stabilizers

- A salarian in the Presidium Commons needs these. Should have been found during *N7: Cerberus Fighter Base*.

Citadel: Cerberus Retribution

- Talk to the couple on the stairs near C-Sec in the Presidium Commons. No assets regardless of how you handle.

Citadel: Batarian Codes

- Speak to Jordan Noles, a C-Sec officer in the Presidium Commons.
- Activate this at the Spectre terminal in the Embassies.
- The confrontation with the batarian will differ depending on whether Balak was killed in ME1.
- Either way you should convince the batarian to help to gain their fleet as a war asset.

Citadel: Inspirational Stories

- Talk to Solik Vass at the security checkpoint in the refugee sector to get this.
- This can be a buggy quest so save before taking any pictures. 3 of 4 good locations is all you need.

Citadel: Medi-Gel Sabotage

- Talk to the Clinic Doctor in the refugee sector to start.
- If the doctor **didn't** complain about Conrad Verner, just repair the Medi-gel dispensers
- If the doctor **did** complain about Conrad Verner, you should resolve things with him first to gain a war asset.

Citadel: Wounded Batarian

- Receive this by overhearing a conversation in the Presidium Commons.
- Find the batarian's location at the Spectre terminal in the Embassies.
- Interrogate the batarian in the refugee sector and decide what to do with him (only affects morality).

Irune: Book of Plenix

- Should have received this from a volus in the Presidium Commons earlier. Get from Aethon→Aru→Irune and explore the rest of the cluster while here.

Athena Nebula: Hesperia-Period Statue

- Receive this by overhearing an asari in Presidium Commons. Find on Athena Nebula→Vernio→Polissa.
- Explore other systems in this cluster while here.

Nimbus Cluster: Library of Asha

- Receive this by overhearing an asari in Purgatory. Find on Nimbus Cluster→Agaiou→Carcosa.

Valhallan Threshold: Prothean Data Drives

- Receive this by overhearing a human in docking area. Find on Valhallan Threshold→Paz→Garvug.
- Explore other systems in this cluster while here.

Citadel: Medical Supplies

1. Receive this from your doctor on the Normandy if you haven't already.
2. Speak to Tactus in the refugee sector. Charm/Intimidate him for a medi-gel bonus (differs depending on doctor).

Citadel: Volus Ambassador

1. Received via email after *Priority: The Citadel II*.
2. Activate on Spectre terminal.
3. If Zaeed was alive and loyal, you can obtain the asset and save colony. Otherwise, you will have to choose.
4. Be sure to visit Zaeed in the refugee sector after if he lived.

Arrae: Ex-Cerberus Scientists

- Received from Traynor earlier. Head to Minos Wasteland→Arrae to start.
- Will face a lot of shields at medium range.
- Will be meeting Jacob Taylor again, if he survived ME2.
- If Gavin Archer is there, Renegade options may cause him to commit suicide and lose him as a war asset.
- Don't miss the turian poison in the lab!

Citadel: Cerberus Turian Poison

- Found during the previous mission. Return it to the hospital.

Mesana: Distress Signal

- Travel to Nimbus Cluster->Mesana to start. Leads to Kallini: Ardat-Yakshi Monastery (misnamed).
- Biotics and fire abilities are useful.
- **Don't miss intel on terminal to far left in first big room!**
- Find datapad to right after meeting Samara (assuming she survived) for the next mission.
- Ending differs depending on the status of Samara from ME2.

Citadel: Asari Widow

- Deliver the datapad from the last mission to her asari widow in the Presidium Commons.

Rannoch

Priority: Geth Dreadnought

- You will be exclusively facing geth, so tech powers are a must. Energy Drain can be useful.
 - EDI will provide additional dialog and has useful powers for fighting the geth.
- If this is done with an ME2 import and it is a New Game Plus, you will hit the max level of 60 during this.
- After this, you will recruit Legion or the Geth VI, depending on whether Legion survived ME2.
- Also after, be sure to talk to everyone on the Normandy, especially the quarians onboard.
- Before going to Rannoch, you should do the below missions first.

Rannoch: Geth Fighter Squadrons

- Do this with Legion/Geth VI. No combat, so choose squad for dialog (Tali and EDI are best in my opinion).
- **Don't miss** the code fragments near the first node.
- After, be sure to visit the Intel terminal in Liara's cabin on the Normandy!

Rannoch: Admiral Koris

- Will be fighting geth, so same tips as in *Priority: Geth Dreadnought*.
- **Don't miss** the jamming technology at the end near the left AA turret and the armor upgrade near the right one.
- At the end, with high enough reputation, you can talk Koris into being saved. Failing to do so hurts war assets.

Citadel: Target Jamming Technology

- This is a good time to pay a final visit to the Citadel before Rannoch.
- Pick up item during Rannoch: Admiral Koris. Return it to a turian in the Presidium Commons.

Citadel: Reaper Code Fragments

- Pick up item during Rannoch: Geth Fighter Squadrons. Return it to an asari in the Embassies.

Priority: Rannoch

- Be ready to fight geth. Though some anti-armor abilities may come in handy.
- The fight against the reaper at the end is very difficult (especially on Insanity):
 1. Turn autosave on if disabled. Without autosave, you go back to your last manual save if you die.
 2. For the first shot, you can just aim and hold your fire key until the reaper is hit.
 3. For the next three, run to the opposite corner as soon as it starts firing, then turn and aim for the eye (the closer you are to the center of the targeting area—or eye according to some—the better). Rinse and repeat.
 4. For the final slow-mo targeting, keep your aim at the absolute center (regardless of where the eye is).
- Choosing the investigate dialog option with the reaper makes the “Paragon/Renegade” paths unavailable, but no Paragon/Renegade points will be awarded no matter what you choose.
- During the end confrontation between Legion and Tali (assuming both are alive), if you have an extremely high reputation (and if you followed this guide you should), you can side with either the geth or quarian at first and then Charm/Intimidate to get them both to join you. **This will almost guarantee you can get all endings.**

After Rannoch

- Don't visit the asari councilor just yet, especially if genophage cure was sabotaged!
- Go back to the Citadel to shop and listen to a couple new conversations (don't miss the elcor in the Embassies).
- Do **not** forget to contact Miranda in the Spectre office if you didn't do it earlier.
- This is a good time to do your final interview with Allers and sleep with her if you haven't locked in a romance. After, you can lock in your preferred romance (Miranda's may have to wait if you didn't contact her earlier).
- Do the following collection missions. If fully explored, you shouldn't need to buy fuel between systems.

Citadel: Kakliosaur Fossil

- Find on Argos Rho→Phoenix→Intai'sei. This is for a salarian in the Presidium Commons.
- Fully explore this cluster while here.

Dekuuna: Code of the Ancients

- On the way to this, be sure to explore the Loropi and Nahuala systems.
- Find on Silean Nebula→Phontes→Dekuuna. This is for an elcor outside Purgatory.

Dekuuna: Elcor Extraction

- Find on Silean Nebula→Phontes→Oltan. This is for an elcor in the Embassies area.

Silean Nebula: Rings of Alune

- Find on Silean Nebula→Teyolia→Nevos. This is for an asari in the Citadel hospital.

Hades Nexus: Obelisk of Karza

- Explore rest of sector on the way.
- Find on Hades Nexus→Hoplos→Kopis. This is for a human researcher in the Presidium Commons.

Hades Nexus: Prothean Sphere

- Find on Hades Nexus→Sheol→Gei Hinnom. This is for a human refugee in the refugee area.
- Now, return to the Citadel to turn in all of the above items.

N7: Fuel Reactors

1. Go to the Silean Nebula. Equip squad for anti-shield abilities. Anti-armor will help with the final fight.
2. Do **not** miss the Medical Treatment Plan in the very first area.
3. Before the fuel rod control, you may want to find and destroy the 6 Barrier Engines (hard to find at this point).
4. If you want Riley to survive (no assets), you should send her some help, which leaves you with 1 squadmate.

Citadel: Chemical Treatment

- Found during last mission. Return it to a doctor in the Citadel hospital.

Citadel: Shore Leave

- This is the perfect time to do this. Lock in your romance and talk to everyone first!
1. Explore your new apartment. Not much to do except check out all the logs and the Anderson interview.
 2. Check your messages, then go see Joker.

Citadel Wards: Ambush

1. Don't waste too much time getting to Brooks as the enemies respawn infinitely.
2. You will then fall through the floor to the lower level. You will be on your own with limited ammo and health.
3. Basically just follow the objectives from here, being careful not to get killed. At several points you will have conversations with squadmates (depending on your romance choice, this can change) and eventually one will join you. Soon after, you will be ambushed and Wrex (or Vega if Wrex is dead) will come to your rescue.
4. During this final fight, be sure you assign any unused power points to your new squadmates (especially Wrex).

Citadel: Identity Theft

- This consists of exploring the apartment and talking to everyone (save Liara for last as that ends the mission).

Silver Coast Casino: Infiltration

1. The dialog here will differ greatly depending on who you take. For example, your romantic interest will flirt.
2. For the most part, you basically just take turns mingling and waiting for Brooks to call you with instructions.
3. At some point you can avoid cameras and hack 2 ATMs for extra credits (and Renegade points).

Citadel: Identity Theft

1. Talk to all your squadmates.
2. Be sure you re-arm yourself (though you can do so again after talking to Brooks).
3. Finally talk to Brooks to continue.

Citadel Archives: Escape

1. Will face mostly shields; I recommend taking Wrex and fully upgrading him for dialog.
2. If you miss 1st Renegade interrupt, a squadmate will do it.
3. Take things slow, stay in cover as much as possible, and explore everything for humorous dialog.
4. At the end, you will confront Brooks and the clone. Use Paragon or Renegade interrupts for more dialog.

Citadel Docks: Retake the Normandy

1. Taking EDI will give a little extra dialog. Plan to face many shields and some armor.
2. If you are female and romancing Traynor, you will gain a Paragon interrupt to convince her you are you.
3. Use the initial Renegade interrupt with the clone (no points if you miss it).
4. I recommend mostly focusing on the clone in the end fight and only shooting Brooks/troops when necessary.
5. You have the choice of Paragon and Renegade interrupts with Brooks. Same morality points either way.
6. Doesn't matter how you respond to Joker after, but don't buy party supplies yet if you want Miranda to join.

The Strip

1. You will now be back in the apartment. Read your email at your private terminal.
2. You can call up visitors via the terminal. There are no morality points for these conversations. After each, see if your friend is still in the apartment. Go to Normandy and return to trigger more. [See list here.](#)
3. Take the elevator down to the strip and explore all there is to do there.
 - Can buy new furniture near the elevator and equip it in your apartment.
 - There is a lot of hilarious random dialog on the strip, so take the time to listen to it.
 - You can meet several squad members. Go to Normandy and return to trigger more. [See list here.](#)
 - You may also do some gambling at the casino and play at the arcade.
 - Last, but not least, check out the Armax Arena and have some fun. *Note: Miranda will not be available until after Horizon.* Getting 10k points gets access to unique armor. Get these email challenges:
 - Citadel Arena: Geth Challenge
 - Citadel Arena: Spin Zone Elite Challenge
 - Mission: Citadel Arena: Medi-Gel Challenge
 - Mission: Citadel Arena: Reaper Solo Challenge
 - Mission: Citadel Arena: Thermal Clip Challenge
 - Mission: Citadel Arena: Prothean Challenge
 - Mission: Citadel Arena: Cerberus Challenge
 - Mission: Citadel Arena: Charity Reaper Challenge
 - Mission: Citadel Arena: Unusual Scores
 - Do **not** purchase the party supplies for now. We are saving that until Miranda can join (if alive).

Priority: The Citadel III

1. Talk to everyone on the Normandy and the Citadel first to be sure you didn't miss anything.
2. This is a good time to stock up on all upgrades (you can make unlimited money at the arena).
3. Visit the human embassy and get your next mission from the asari councilor.
4. If you sabotaged the genophage cure and Wrex is the krogan leader, you will have to kill him after this.
5. Talk to crew on the Normandy again (at least Vega has a new comment).

Priority: Thessia

- Liara is mandatory. Javik will provide a lot of extra dialog if you take him along as well.
- You will need to be able to handle armor and barriers (and especially shields in the fight against Leng).
- This is a fairly straight-forward mission. Just be sure you fully explore the temple for dialog.

After Thessia

- Deal with Liara vs. Javik in Javik's quarters, then explore the rest of the ship to talk to others and check email.
- *This is a good time to be sure you have collected all war assets throughout the galaxy as there will be no more missions in clusters containing assets.*
- There should be new people to visit on the Strip (check it out [here](#)) so go there.

N7: Communication Hub

- Received from Traynor. Be prepared for the usual Cerberus enemies. Don't miss the Ciphers.

Citadel: Cerberus Ciphers

- Obtained during the last mission. Return them to a turian in the Embassies.

Priority: Horizon

- Biotics and abilities to combat armor are especially useful.
- If she survived, Miranda is in this mission. It is **imperative** that she was warned about Leng, or she will die.
- Miranda may also die if you broke up with her during ME3 (doesn't matter if you broke up with her in ME2). Using a save editor to change BOOL 20184 & 21750 to TRUE may fix this. Although, following the above order of quests seems to prevent her death, no matter what the Wiki says.

Citadel: Party

- Before starting the actual party, you should be sure you've done all possible squad encounters on the Strip. If you haven't received the emails for all of these, you can try returning to the Normandy, saving, reloading, traveling to other systems, coming back to the Citadel, etc:
 - **Ashley Williams:** after email, meet her in the casino bar for a drinking contest.
 - **EDI:** after email, talk to her in apartment about buying gifts. Don't miss the interrupt if you wish to use it.
 - **Garrus Vakarian:** after email, meet him in the casino bar and help him get a date. He sucks at it.
 - **Kaiden Alenko:** after email, he will cook for you in apartment (possibly only if romanced).
 - **Jack #1:** meet with her at the arena for a fight. Dialog may differ slightly if in a romance.
 - **Jack #2:** after arena fight, she will send an email and visit your apartment with her new pet.
 - **Jacob Taylor:** after email, meet him at the arcade to do some robot punching.
 - **James Vega:** after email, he will show off his tattoo in apartment. Pull-ups after take forever (no reward).
 - **Javik:** help make a movie. Interrupts make this even funnier.
 - **Joker:** go to Casino bar to meet him. Very funny, so I won't ruin it. *Maybe no email for this?*
 - **Kasumi Goto:** find a suspicious object at the Quasar bar in the Casino. Turns out she's robbing the place.
 - **Kolyat Krios:** meet up with your squad to mourn Thane's death. If romanced, Thane's ghost will visit later.
 - **Liara T'Soni:** after email, she will come to apartment to play the piano for you.
 - **Miranda Lawson #1:** after email, she will visit your apartment. *Must complete Horizon first.*
 - **Miranda Lawson #2:** after email, you can meet her at the casino. Dialog may differ depending on gender.
 - **Mordin:** you can't meet him (even if he survived), but after the party there is a funny datapad on the floor.
 - **Samantha Traynor #1:** after email, meet in Arcade to encourage her to win a game (Paragon or Renegade).
 - **Samantha Traynor #2:** after email, she comes to your apartment and uses your hot tub.
 - **Samara:** after email, she comes to your apartment to talk and reminisce.
 - **Steve Cortez #1:** after email, meet him on the strip to take a short joyride.
 - **Steve Cortez #2:** after email, invite him and James stop by to watch a biotoball game.
 - **Tali'Zorah:** after email, invite her over to watch a chick flick.
 - **Urdnott Grunt:** after email, talk to the C-Sec officer on the Strip to learn Grunt is in trouble.
 - **Urdnott Wrex:** meet him at the Casino bar (same place as Joker). Pretty funny. *Maybe no email for this?*
 - **Zaheed Massani:** find him playing a children's game in the arcade. Help him or try to talk him out of it.
- Once you've done all of the above, purchase the party supplies in the casino bar.
- Head back to your apartment and use the terminal to send out invitations to everyone you can.
- Once the party starts, be sure you talk to absolutely everyone at every phase. If you are unattached you can "hook up" with someone at the party (such as James or Javik). Visit each group multiple times and take it slow to hear all dialog (use saves in case you miss something). Talk to everyone until dialog runs out before talking to Glyph to continue to next stage.
- The party takes place in three stages and can be either quiet or energetic. I think the energetic dialog is better.
- After the party you will wake up with either your romantic interest or hook-up (or alone if you have neither).
- Don't miss the datapad on the floor next to the bed. It is rather entertaining.

Priority: Cerberus Headquarters

- This is the point of no return. Admiral Hackett will even remind you of this, offering you a chance to back out.
 - So don't do this if you haven't completed absolutely everything else you can! **Make a manual save!**
- Therefore, be absolutely sure you have purchased everything you need from the Citadel. You can still make purchases on the Normandy, but they will cost more.
- At the start, you should witness a romantic scene with your romance interest, assuming he/she is on the ship.
- EDI is a required squad member, so choose your second squad member to be one that complements her.
- Squad members will have different minor dialogue regarding the videos of Shepard's reconstruction.
- After defeating Leng, you can use the Renegade interrupt or not; either way you kill him. No morality change.
- At the end, when talking to the VI, refusing to use the Renegade interrupt opens up a Paragon one.

Priority: Earth

- You must go here next, so make any last-minute purchases via the terminal and talk to everyone onboard.
 - If you aren't romancing either of them, you can catch Tali and Garrus in a compromising situation.
- Note that you can change your squad again for the final push, so for the first part of this mission, choose a well-rounded squad that can kill enemies quickly.
- After reaching Anderson, you will have a chance to talk to everyone one last time. Don't miss the communications officer who can help you contact your friends who didn't come (including long-distance romantic interests).
- For the final push, again choose squadmates who are hard to kill and can take down enemies quickly.
 - There will be a tearful farewell near the end where you say good-bye to the squad members you pick for this last leg, including your romantic interest if they are there.
- You have four choices at the end regardless of your dialog options:
 1. Shoot the annoying god-child
 - Pros: It feels good because this fucker is annoying as hell and for a synthetic his logic sucks.
 - Cons: You die and fail the game.
 2. Destroy (red)
 - Pros: Reapers all die, so you win the war. Shepard may also live with a high EMS score.
 - Cons: Geth (if recruited) and EDI die also, so you are killing a crewmate and Joker's girlfriend.
 3. Control (blue)
 - Pros: Reapers become your slaves and work for you, helping you rebuild, albeit against their will.
 - Cons: Are you really as evil as the Illusive Man? Also, Shepard will die no matter what.
 4. Synthesis (green)
 - Pros: Creates a true and lasting peace without committing genocide or making slaves of any race.
 - Cons: As with the Control ending, Shepard is guaranteed to die.
- In short, all the endings suck. Personally, I consider the Synthesis ending to be the best for long-term galactic stability, plus everyone lives, even if it is considered the “neutral” ending with Destroy being “good” and Control being “evil.” Or at least that’s how most people perceive the endings.