

Mass Effect Walkthrough

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Introduction

Missions/assignments can be done in almost any order. This walkthrough covers all important notes for each in what is arguably the ideal order (considering combat and persuasion requirements, but also adjusting for continuity). For details on required Charm/Intimidate values, see Morality Guide. Fully explore each system this walkthrough takes you to, but to prevent assignments from showing up in the Journal prematurely, do not explore other systems until told to do so.

Here are a few important rules of thumb:

- After each mission, and every few assignments, re-equip all of your party, assigning weapons the squad member doesn't specialize in only after optimizing the primary weapons of everyone. Don't bother equipping weapon/armor upgrades to party members you aren't likely to include regularly; you can always add these later.
- You may want to omnigel some level 1 mods at the start just to get you started on this useful item (they don't sell for much anyway).
- After doing the above, sell **all** weapons/armor/amps/omnitools to the requisitions officer. Also sell any duplicated or lower-level grenade upgrades, and obsolete weapon/armor mods.
- Talk to every squad member often. You can usually get to the 2nd/3rd tier of unique dialog with each by the time you hit your second main mission world. Enough to get started on romance and obtain all squad member assignments.
- **Don't bother buying anything except medigel/grenade upgrades and licenses!** Amps and omnitools are an exception occasionally. Not because there are a lack of credits; by the end you will have more than you know what to do with. Just that you will find high grade weapons and armor as random loot once you reach the appropriate level. If you find yourself struggling, you may buy some items, but try to save a minimum of 1 million credits for when you reach level 50 (several million is even better). If you find yourself really amassing credits (and you will at high levels), go ahead and splurge; just be smart about it.
- **Important exception to the above:** the maximum amount of credits is 9,999,999, so if you hit 9 million (and following this guide that is easily possible), you better go shopping for something.
- If you follow the above two notes, you will **easily** be able to buy all the best weapons and armor for yourself and all squadmates (even weapons you don't all specialize in) at level 50+ with credits left over.
- After each main mission, be doubly sure to talk to everyone (including Joker) and return to the Citadel. Udina usually has something to say about what you just did in addition to your squadmates.

First Citadel Visit

1. May wish to explore the Presidium a bit before going to the tower, but this is not necessary.
2. After meeting with the Council, you may do some side quests (see next section for notes), but not necessary (and not desired if you want Liara to tag along).
3. To maximize dialog, after the initial meeting with the council, do the following in order:
 1. Travel to Chora's Den but **not** via C-Sec Academy!
 2. Meet with Harkin and find out Garrus is at the Medical Center.
 3. In the Marketplace meet Conrad for the first time.
 4. On the way to the Medical Center, be sure you talk to the reporter to get her assignment.
 5. Rescue the doctor and recruit Garrus.
 6. Rather than going directly to C-Sec Academy, head to Presidium Marketplace to talk to Barla Von.
 7. Now go to C-Sec Academy to recruit Wrex. Take him with you to confront Fist if you want some extra dialogue (note: can't let Fist live if you take Wrex).
4. Now you may visit the Council again or do assignments (again only if you don't want Liara with you when you do so).
5. When you finally leave the Citadel it is a good idea to head to Therum before you do anything else; you may even want to do this before completing assignments on the Citadel, depending on whether you want Liara with you for those assignments.

First Citadel Visit Assignments

Citadel: Homecoming

- If following the above order, this is the easiest to complete first.
- Ashley as squadmate provides extra dialog, so if you want to hear this don't even start it without her in the squad.
- Leaving the body with the researchers appears to be better for the Alliance, but has no real effect other than a news story in ME2. Whereas returning the body gives you a nice letter in ME2.

Citadel: The Fan

- If following above walkthrough, you've already completed the 1st encounter. After becoming a SPECTRE, leave and return to the Citadel for the 2nd; even if telling him to piss off will still get 3rd.

Citadel: Reporter's Request

- Will find what she wants in Fist's office before recruiting Tali.
- Only morality points are for Intimidate.

Citadel: Signal Tracking

- Taking a tech may yield more dialog, but decryption talent doesn't seem necessary (?).

Citadel: Asari Consort/Xeltan's Complaint

- Talk to Xeltan during/after this in the Elcor embassy to complete his related assignment.
- If you say "That's it?" when Sha'ira gives you your reward you can have sex with her.

Citadel: Doctor Michel

- If this doesn't start when you talk to Michel, try opening the seemingly-locked door in the back of Chora's Den leading to Fist's office.
- After this, don't forget to talk to Captain Anderson back in the embassies about Banes.

Citadel: Presidium Prophet

- Who you side with doesn't seem to have any effect on later games.

Citadel: Scan the Keepers/Jahleed's Fears

- You may have started "Scan the Keepers" right after 1st meeting with the Council. Even if you turned down Chorban, you can still obtain this from Jahleed or from Chorban after fighting him.
- Even if working for Chorban, start Jahleed's assignment before scanning the last keeper.
- The Charm/Intimidate requirements for Jahleed are only useful if **not** scanning the keepers.
- If you complete the scanning for Chorban, you will get an email in ME2.

Citadel: Rita's Sister

- Can undertake the task for C-Sec even if you Charm/Intimidate to get Jenna released.

- Doing task by following directions yields best reward if not going for the Renegade points.

Citadel: Schells the Gambler

- Starts the next time you visit Flux after **starting** "Rita's Sister" so although listed last, it may begin much earlier. Since there is no combat or Charm/Intimidate options, might as well do it when it begins.
- Reward is exactly the same whether you give the device to Doran or not, so choice doesn't matter.
- After this, you will be able to dance on the dance floor, including with your love interest.

Unusual Readings/UNC: Distress Call

- Usually the first assignment in your journal since it can be found on a terminal in Udina's office.
- A good assignment to do first after leaving the Citadel since you can do all combat from the Mako.

UNC: Missing Marines

- Usually obtained from Admiral Kahoku; talk to him again after finding out about Banes for more info.
- Combat can be done entirely from the Mako.

UNC: Missing Survey Team

- Usually obtained by a news broadcast in an elevator, it can also be obtained on Noveria.
- You will be swarmed, so biotics and Damping are useful.

UNC: Hostage

- Usually obtained by a news broadcast in an elevator, but can get it via comm when entering Farinata.
- Neural Shock, Damping, and shotguns are all useful. Kaiden may help.

Strange Transmission/UNC: Major Kyle

- Obtained many different ways.
- Can finish without combat if you meet Charm/Intimidate requirements.
- Having Ruthless background gives added dialog.

A Person of Interest/UNC: Hostile Takeover

- Hack the terminal in C-Sec to obtain "A Person of Interest" **before** talking to Helena Blake for XP.
- Can refuse quest for Paragon points but still pursue it.
- A mixed squad will help with the heavy combat.

Missing Persons/UNC: Privateers

- Can be obtained early (or on Noveria), but fight is tough so may want to put off until around level 30.

Therum

- Best to do this ASAP after becoming a SPECTRE. May even want to do it before Citadel assignments if you wish to maximize your time with Liara in your squad.
- If you put this off too long (after Noveria and Feros, or especially after Virmire), Liara will react differently. She will be paranoid and suspicious and you will not be able to romance her.
- If not playing as an Engineer, Tali is useful against the Geth. If you do this at a very low level and/or a hard difficulty, the final battle against the Krogan is extremely tough. Biotics can help.
- After completion, as always, return to the Citadel and talk to Udina to get his reaction.

Second Citadel Visit Assignments

Citadel: Snap Inspection

- You won't have a choice on this. It will start as soon as you disembark the Normandy after any main quest.
- Kaiden or Ashley will salute the Admiral if in the party and provide a little extra dialog.

Background Assignment

- Differs depending on background (see checklist).
- For "I Remember Me," giving the sedative rather than forcing it yields an email in ME2.

Citadel: The Fourth Estate

- Interview differs if you did Feros or Noveria already. Completing yields ME2 encounter.
- Note: can only get **one** of the four Paragon/Renegade rewards mentioned in the Morality Guide, so read it carefully to get the best reward.

Citadel: The Fan

- Should get the 3rd encounter if the other two are completed. If not, leave the Citadel and return until you get this final encounter. This is the only one with morality consequences and effects on later games.

Citadel: Planting a Bug

- Only available if you completed Emily Wong's first assignment "Reporter's Request."
- For max Paragon/Renegade points, talk to her again right after accepting and Charm/Intimidate.
- It is unclear if using the Charm/Intimidate option prevents her email in ME2 from appearing, but that is the only possible downside as either option will result in her not getting her info.

Citadel: Family Matter

- Neither path is necessarily Paragon/Renegade. Points are only rewarded if you use Charm/Intimidate.
- Alters their dialog in ME2/ME3, but has no other effect, regardless of side you choose.

Asari Diplomacy/UNC: Asari Diplomacy

- Normally starts with a communique after completing first mission world.
- Tough fight, so may want to put off until around level 30.
- Charm/Intimidate options when receiving reward will give the license but no Paragon/Renegade points. Probably the best option regardless as this license gives access to great items.

Other Assignments

UNC: Rogue VI

- Once you reach level 20, you will get a communique leading to this assignment.
- Best to do it ASAP since it opens a specialization class.
- Tali is very useful with her hacking ability.

Garrus: Find Dr. Saleon

- If you've been talking to Garrus regularly aboard the Normandy you should receive this by now.
- There's a short close quarters fight.
- Be sure to take Garrus or your options will be limited and he won't be happy.

Wrex: Family Armor

- If you've been talking to Wrex regularly aboard the Normandy you should receive this by now.
- You don't have to take Wrex with you, so long as you get the armor and return it to him.
- Even if you haven't received this quest, you can still find the armor on the planet for him.

UNC: Cerberus

- Should have received this right after Missing Marines, but best done here due to heavy combat.
- At this point you should be at/near level 30, so go back and do those two assignments you put off.

UNC: Hades' Dogs

- Starts after UNC: Cerberus.
- A high level & well-rounded team are highly recommended; if following this order you should be good.
- After completion, a Shadow Broker agent will contact you; see Morality Guide.

UNC: Lost Module

- Just go there to start; see Morality Guide; have to fight Geth; will find Prothean artifact here.

UNC: Lost Freighter

- Just go there to start; no morality points; should be level 36 by now, so do some shopping after.

UNC: Geth Incursions

- Although it can be found on Feros, it may be best for XP purposes to do this now.

Tali: Tali's Pilgrimage

- Give her the data found in "Geth Incursions."

Noveria

- Good idea to do this as the next main world, partly because the combat isn't as difficult (aside from the final fight), partly because it makes most sense to the story (confronting Liara's mother), and partly because there is a Charm/Intimidate check on Feros that is very hard to meet (there is one here as well but it isn't as important).
- As with all main missions, pay close attention to the Morality Guide for max effect.
- There are multiple ways to gain access to the facility, but see the Morality Guide – imperative for this mission – for which method may be best for your character.
- Do the following two assignments before proceeding on the main mission.

Noveria: Smuggling

- Although you can use this as a means of obtaining a garage pass, doing so won't gain as much as other options. Best solution is to Charm/Intimidate to find the recipient of the package and sell directly for Renegade points.

Noveria: Espionage

- Although there are high Charm/Intimidate requirements for some solutions to this quest, the best Paragon/Renegade points are gained by either refusing or lying (see Morality Guide). Depends on how much you want those points or to complete the quest via dialog.

Noveria – Main Mission

- Be sure you take Liara for maximum dialog upon meeting Matriarch Benezia. Can return to switch party up until Benezia, but it is a long trek back..
 - This mission is straightforward until you reach Rift Station. Basically you will travel in the Mako to the peak, fight some geth and rachni, fix the VI, restore power, fix the tram, and use it to get to the station.
 - On the way to the tram, the option to use Electronics to burn the rachni (easier than fighting) = most XP.
1. Upon encountering Captain Ventralis, you can run away and let him fight the rachni alone for Renegade points.
 2. Ventralis will tell you to head back down the elevator to the Hot Labs, but if you do so now you will lose out on a lot of clues and a couple extra assignments (and thus XP) since it will turn everyone hostile.
 3. Talk to the survivors, buy/sell items, and do a few tasks for them (don't miss the short mission for Dr. Cohen).
 4. You can either hack the door near the survivors (turning everyone hostile) or sneak through a tunnel downstairs.
 5. For maximum experience and credits, do everything, sneak, then take on the guards anyway before Benezia. Easiest way to do this is to do everything possible up until you gain access to the maintenance area, then proceed down the tunnel. When the path forks, don't take the door on the right; instead continue forward and up the elevator. Then kill all enemies as you head towards the Captain, then go down the other elevator to the maintenance area where you started your journey to take on the last couple guards. Finally head to Benezia.
 6. Be sure to fully explore before confronting Benezia since you won't be able to return.
 7. After Benezia (make your morality choices as desired), you should visit the Hot Labs before leaving.
 8. See the Morality Guide for a couple points you can get during the Council convo. This is also the earliest point at which you may be confronted by Liara and Kaiden/Ashley if romancing both.

Post-Noveria

- As usual, return to the Citadel, do any shopping you may have neglected, and talk to Udina.
- You should be at a high enough level now to handle just about anything. Do the following in order.

Doctor at Risk/UNC: Dead Scientists

- Obtained on Noveria, this is best pursued only when you have the required Charm/Intimidate values (which you should have by now; see Morality Guide) if looking to maximize Paragon/Renegade points.

UNC: Listening Post Alpha

- Need to travel here to start.

UNC: Listening Post Theta

- Obtained from the last assignment.

UNC: Depot Sigma-23

- Obtained from the last assignment.

UNC: Besieged Base/UNC: The Negotiation

- By now you should have at least one of your morality meters at/above 80% and will receive the appropriate quest. If not, don't worry about it and just do after Feros. It is possible (though difficult) to get both meters above 80% in a single playthrough; if trying to do this, you probably will have to wait until after Feros.
- Be sure to explore the system of the morality quest you **didn't** receive, including landing on the planet and exploiting its resources. This will be Cacus or Plutus in the Hades Gamma Cluster.

DLC

- If following this guide, you should be at level 50 now, which is where the level X items are available to you, including the SPECTRE – Master Gear weapons (available on the Normandy or C-Sec offices on the Citadel). You probably also have more credits than you know what to do with. So travel to Noveria, the Citadel, and even Feros (only need to clear out the first area to access the merchant), checking with the Requisitions Officer aboard the Normandy between each planet. Only bother purchasing Colossus and Predator L/M/H (not regular Predator) armor (preferably level X). As well as high level amps/omnitools as needed. And then only the weapons you absolutely need (you will be able to get them cheaper at the end of this section).
- Don't worry if you can't find absolutely everything you want. Just be sure you have a minimum of 1 million credits leftover.

Bring Down the Sky

- This will be a breeze at this point. Just be sure you completely explore the asteroid and don't miss the two side assignments. The final fight can be a little tough, but as prepared as you are now, it won't be a major problem.
- The decision at the end gains a good deal of morality points (see Morality Guide).
- You can still spare Balak by turning him over to the Alliance if you choose the Renegade option; this may help ME3 assets, but unsure.

Pinnacle Station

- You could have started this earlier, but if playing at a high difficulty level, the final mission here is incredibly tough, so being level 50+ with the best possible equipment is essential.
- Also, once you complete that final mission, you will gain a new home. Here you will have the ability to order shipments of random high-level loot for 220,000 credits a piece. This is why you saved a minimum of 1 million credits. Save/load to ensure each order results in a SPECTRE – Master Gear X weapon or Predator L/M/H X armor. Much cheaper than buying them from dealers.

Feros

- This is a pretty straightforward mission, with clear morality choices (see Morality Guide), and a tough end fight.
- Sparing Shiala **and** the colonists provides a few more war assets in ME3.

Feros: Geth in the Tunnels

- Obtained along with the next three assignments. All four of which can be completed together.

Feros: Varren Meat

- Talk to the appropriate colonist. Complete it in the tunnels and return. See Morality Guide. Done w/ others.

Feros: Water Restoration

- Talk to the appropriate colonist. Complete it in the tunnels and return. Done alongside the other three.

Feros: Power Cells

- Talk to the appropriate colonist. Complete it in the tunnels and return. Done alongside the other three.

Feros: Data Recovery

- Should receive this from Gavin Hossle if you are careful and explore properly.
- Either way, once you get the data, return it to him either at the refugee camp or Zhu's Hope.

Post-Feros

- As usual, return to the Citadel, do any shopping you may have neglected, and talk to Udina.

Investigate Shipments/UNC: Espionage Probe

- Most likely obtained from a terminal in Zhu's Hope.
- Sniper rifles are handy.
- Dialog differs slightly with War Hero background.

Investigate Facility/UNC: ExoGeni Facility

- Normally obtained from a terminal on Feros.
- Be sure to thoroughly search the facility if you plan to accept the bribe, as doing so will kick you out.

Investigate Samples/UNC: Colony of the Dead

- Normally obtained from a terminal on Feros.
- Lots of husks on this assignment, so be prepared.

UNC: Derelict Freighter

- Lots and lots of husks in close quarters. Biotics and close-quarters weapons are a **must** here.

Virmire

- The first part of this mission is in the Mako (with intermittent combat on foot) so Tali is especially useful.
- After reaching the Salarians, you will be able to switch out your party; just don't forget to confront Wrex.
- As always, pay close attention to the Morality Guide.
- Killing Wrex has definite repercussions in ME2/ME3, but you can save him and still get Renegade points.
- Although you can still pursue side assignments after this, for storyline purposes you probably should double-check everything is complete before pursuing this.
- If you complete the other three tasks for Virmire: Assisting Kirrahe's Team, you can safely bypass the alarm for Renegade points for an easier fight and Kirrahe will still live.
- Allowing Rana to live will result in an encounter with her in ME2, but no real effect (other than a news report) in ME3.
- Obviously, if you want to continue a romance with Kaiden/Ashley, you must save them and sacrifice the other.
- You will almost exclusively be facing geth in this mission, so tech talents are very useful.

Race Against Time

- After completing all mission worlds you will be forced to return to the Citadel and locked down by Udina.
- Assuming you have followed this guide religiously and all assignments are complete, you have only to do the following assignments and the final mission.

Citadel: Our Own Worst Enemy

- Short, straightforward assignment. Just follow the Morality Guide. Cut content from ME2 shows there could be a news report which changes depending on choice, but otherwise no later effect.

Citadel: Negotiator's Request

- While Intimidate may seem like the best Renegade path, getting him the depressant actually yields more Renegade points. See Morality Guide.
- No effect on later games either way (?).

Ilos/Citadel

- Be sure whatever team you take down to Ilos is the one you want for the rest of the game.
- Choosing to save the Council or not has definite side effects in ME2/ME3. In general saving them is better.
- Choosing between Anderson and Udina as councilor only effects ME2. Even if Anderson becomes councilor he will return to military life by ME3.