


☐

I'm not robot


reCAPTCHA

Continue

Mass effect 2 guide pdf

This page contains a walkthalth for the main missions of Mass Effect 2. Major changes in the game of Mass effect are listed in the main mass effect 2 page, while the effects of importing a stored game of Mass effect are listed in the Save File Transfer page. Religion[edit] Prologue missions take place at the start of the game, in mandatory progress. At the end of the prologue, Shepard receives command from the Normandy SR-2 and is free to explore both the ship and the galaxy. Prologue: Save Joker - Story and setting Prologue: Awakening - Create your Shepard, Tutorial Freedom's Progress - First mission with Miranda and Jacob Stop the Collectors - Master Mission for the Rest of the Game Act 1[amends | amend source] Act 1 begins when Shepard receives the Stop the Collectors mission master along with command of the Normandy SR-2 and continues until the mission , which is activated once Shepard has recruited all four Mordin, Garrus, Jack and Grunt. Any other missions and assignments not completed during Act 1 may still be completed during Act 2. Note that the order in which teammates are recruited during Act 1 is entirely up to Shepard and will not affect how events play out in any way. You will also have the opportunity to run multiple commands - some are available on Omega, some on the Citadel, and others you can discover during the process of planet Scanning. Assignments described as N7 Commands usually involve team deployments and combat — effectively small missions — and provide experience, credits, and other rewards. All assignments are optional, but they help promote the story and provide the opportunity for additional rewards and items. Act 1 Dossiers amends | Edit Source] Perform dossier missions to recruit new team members for your team. It is recommended that you recruit Mordin first so you will be able to take advantage of upgrades in the Research Lab on the Normandy. When these four missions are all completed, the Horizon mission will activate and Act 2 will begin. Dossier: The Professor - Mordin Dossier: Archangel - Garrus Dossier: The Conviction - Jack Dossier: The Warlord - Grunt Act 1 DLC[amend source] The following DLC missions and assignments can be carried out during Act 1, or saved until Act 2 if desired. Dossier: The Veteran - Zaeed Dossier: The Master Dief - Kasumi Zaeed: The Price of Revenge - Loyalty Kasumi: Stealing Memory - Loyalty Overlord Firewalker Pack Normandy Crash Site Act 1 Progress[edit source] When all four of the original (non-DLC) dossier missions are complete, the Horizon mission will be activated and Place 2 [amending source] Act 2 begins after successfully completing the Horizon mission. At this point, the Normandy is able to travel to Illium and new dossiers and missions available. New assignments too available during the course of Act 2 - some at Illium, some on Tuchanka, and many new N7 Commands open through Planet Scan in the new systems that open to exploration. New merchants are also be making available, along with new items from some of the Act 1 merchants – see the Merchant's Guide for a full list of locations and wares. Act 2 Dossiers | Religion[2] Four more escalators can now be recruited, although Legion's mission works differently in that it becomes unavailable until after the Collector's Ship mission, and triggers additional act progress. You'll need at least eight total crew members, not counting Legion, to promote the plot. Dossier: The Assassin - Thane Dossier: The Justicar - Samara Dossier: Tali - Tali Reaper IFF - Legion Act 2 Loyalty Missions[amends| amend source] Starting in Act 2, speaking to team members on the Normandy will elude requests for you to perform loyalty missions. Securing the loyalty of your team will unlock both new powers for them and increase the likelihood that they, and indeed Shepard, will survive Act 3. All loyalty missions are optional - they increase the power of your team, but are not required to be completed for the game to progress. Miranda and Jacob's mission can be obtained immediately when Act 2 begins. Additional missions become available one at a time in the order listed; if the character whose loyalty mission would normally unlock is not yet present (eg. Grunt is still in his tank, or Thane is not recruited) then will unlock the mission of the next character present. Talking to Kelly Chambers between missions will let you know which team members you can talk to for new loyalty missions. Acquiring the loyalty of a team member unlocks their Bonus Power for them to use. The first time a BonusPower is ever unlocked, it's also added to the Advanced Training List for Shepard. Each teammate also has one Normandy Upgrade or research project to unlock in the research laboratory. Once Shepard has access to the research lab, it can be unlocked even during Act 1, by talking to the team members before offering their loyalty missions and choosing the [NORMANDY UPGRADES] option under the Investigation heading; otherwise, it unlocks automatically if each loyalty mission is complete. Miranda: The Prodigal Son Jacob: The Gift of Greatness Jack: Subject Zero Mordin: Old Blood Grunt: Rite of Passage Garrus: Eye for an Eye Samara: The Ardat-Yakshi Tali: Betrayal Thane: Sins of the Father Legion: A House Divided Act 2 DLC[edit] The following DLC becomes available for the first time when Act 2 begins. These are both large, substantial and challenging businesses, and offer significant rewards. Lair of the Shadow Broker Arrival Act 2 Progression Missions [modifying | amend source] important progress missions take place during the course of Act 2. Only the IFF mission can be done when you're ready; the other two trigger automatically. Collector ship - triggers some missions after the events on Horizon. See the procurement section on the mission page for details. Reaper IFF - select anytime after the Collector Ship mission. Once completed, however, a mission countdown activates, with the possibility of significant plot consequences if the player slows down a lot before proceeding through the Omega 4 relay and starting act 3. Guard IFF Installation - triggers aboard the Normandy immediately after acquiring the IFF from the Derelict Reaper. Act 3[amends | amend source] Act 3, also known as the Suicide Mission, begins when the Normandy enters the Omega 4 relay, which can be done freely any time after Guard IFF Installation is completed. At this point, the mission sequence is closed, and the game passes through to the Epilogue without any intervening breaks for Shepard to use the Galaxy Map, complete commands, research upgrades, etc. If Shepard survives the Suicide Mission, additional missions and assignments (DLC or remaining of Acts 1 and 2) can then be completed. Before entering the Omega 4 relay and thus launching Act 3, you will want to upgrade your ship. The important upgrades are the shields, the armor and the cannon. Tali, Jacob and Garrus provide these upgrades, respectively. For each of these, you don't upgrade, you'll lose one team member later. Upgrades will also increase the Normandy's value as a war deed in Mass Effect 3. The following list shows, in order of preference, which crew member will die if you haven't upgraded a particular part: Heavy ship armor: Jack Multicore Shielding: Kasumi, Legion, Tali, Thane, Garrus, Zaeed, Grunt Thaneed, Grunt, Samara/Morinth Note: This level is sorted by the characters' order Team members on the Multicore Shielding list won't die if they're in your party when you fight the Oculus. Bringing Jack to fight the Oculus won't protect her if you don't have heavy ship armor, or will bring anyone on the Thanix Cannon list saving them from their fate. Amend Source] The Normandy Attacked - Defending the Normandy of the Oculus. Collector base: Infiltration - Help your technology specialist through the ventilation shaft. Collector base: The long walk - Your biotic specialist guides you through the searcher swarms. Final Battle - Look at the truth behind the kidnappings and make your decisions. Final Battle | Religion[edit] Note: At the beginning of all three major segments of the Collector Base mission, including this one, your medi-gel and heavy weapon ammo get a complete refill up to 100% capacity. However, there will be no further opportunities to complement medi-gel during the final battle. Note: While manual saving is not allowed from this point, game will automatically save at the beginning of each part. Loading an automatic storage also gives you the opportunity to change the weapons loading your team. If you die, you'll have full ammo when you reboot the game, even if you didn't have full ammo at the last rescue. Edit source: You'll face numerous Collector warriors, some protected by barriers, others by armor, and Harbinger who have both. Squad The team you choose here will be with you for the rest of the game. Ideal: Team members who are loyal to you and less suited to defensive tasks like Mordin, Jack, Kasumi and Tali. Non-ideal: Team members who aren't loyal to you. They will die after the battle as the Collector station begins to fall apart. The teammates you don't select are automatically assigned to hold the line against the Collectors. A 'defensive skill' value is calculated for the 'hold the line' group as a whole, based on a defensive value inherent in each character. Loyal characters get a bonus to this value. If the 'defensive skill' check isn't high enough to ensure all characters' survival, team members will be designated to die based on their vulnerability, with Mordin taking priority if he's present. Behind strong defenders, such as Grunt, Garrus and Zaeed, will increase the group's chance of survival. By contrast, Jack, Tali, Kasumi and Mordin have less value than defenders and must either be removed by assigning one of them to escort the Normandy crew back to the ship or by taking one or two together in Shepard's team. The entire group will survive as long as the combined defensive skill is high enough, otherwise the game picks one or more team members to die based on the scenario of who was left behind and how loyal the group members are. Team members who are not loyal are likely to survive here as anywhere else, provided the group's collective defense skill is high enough, although they will be the first to die if the skill is not. Behind two strong defenders like Garrus, Grunt or Zaeed should suffice, provided you haven't lost too many people. Note: The order in which team members die is as follows: any non-loyal team members, Mordin, Tali, Kasumi, Jack, Miranda, Jacob, Garrus, Samara/Morinth, Legion, Thane, Zaeed, Grunt. When considering teammates for the powers they bring, strongly orient your team toward destroying barriers and mass disabling enemies. Warp, Reave, Warp Ammo, Weapon-Hole Ammo, or Incendiary Ammo, are all useful as biotics for turning on unprotected enemies or throwing them off platforms to die. Kasumi with high level Flashbang Grenade can be invaluable in bringing along as Flashbang attacks can disable and make him much less of a threat. Loadout You will refill heavy ammo throughout the endgame in addition to the autosave refill limit. This is the time for weapons as novelties as the Firestorm or M-920 Cain should be given less consideration. Your focus should be on killing/disabling enemies as fast as you can so that the Avalanche, Arc Projector, Grenade Launcher, or Blackstorm are the best options, with the Collector Particle Beam a niche choice if you don't have long-range firepower. When choosing non-heavy weapons, consider admitting Shepard with at least one high capacity weapon such as the M-12 Locust or M-76 Revenant. The Geth Plasma Shotgun works fantastically well against barriers, especially using the loaded shots. If Shepard sniper uses guns, the M-92 Mantis and M-98 Widow have substantial anti-arms bonuses that will prove important in the final battle. Reach the Central Room | Religion[edit] You must now reach the central room. A series of five platforms will fly in, each carrying several Collector Enemies: Drones, Guardians, and Finally Assassin. Harbinger will make repeat appearances as usual, so try to eliminate drones as quickly as possible to force him to consume his more powerful Guardians and Assassinations when he assumes control. Forces should be used efficiently as ammo is very rare and should be scavenged whenever possible: look for opportunities to progress and fill between enemy waves. As in the similar battle aboard the Collector Cruiser, using capabilities to knock Collectors off the platforms can be invaluable, but you'll generally have to take their barriers out first. The sixth and final platform contains three Horrors and two Scions. After they are defeated, there will be a console to activate the next section. Note that the two Scions are so far away they usually won't attack or move towards you until you approach their platform to engage them. Using long-range fire or damage powers like Warp it is possible to kill them from two platforms away before they are aware you exist. In any case, the Scions will be hampered from promoting more than one platform because of their inability to get off their starting platform. Destroy the Nutrition Tubes [edit source] Your platform will now fly in the central room and a cutscene will introduce the final enemy, a Human-Reaper Larva. When you regain control, quickly climb to the upper platform on your right - until the Reaper activates it's a safe place that will give you a height advantage over arrival enemies. More fly-in platforms with different types of Collectors (and Harbinger) will show up now. After clearing each platform, the armor that will open the four tubes of the inactive Human-Reaper for a short period of time and they should be destroyed immediately (one of your teammates will helpfully remind you if you forget). Tip: Just like on the Collector's Ship, using heavy weapons to quickly neutralize the Collectors while grouping onto the platforms, this is a great way to reduce the collectors threat they pose to your team, especially at higher problems. There will also be opportunities to complement heavy weapons ammo in the upcoming fight. You should be able to destroy at least two tubes every time they are vulnerable; you should avoid using any single-shot weapon like the M-92 Mantis or M-300 Claymore for best results. The Soldier can destroy all four tubes in one Adrenaline Rush using an assault rifle like the Mattock or Revenant. The Geth Plasma Shotgun can also take out two tubes since its three plasma rounds take time to reach their target so you can line up your shot at the next tube. The Collector Particles Beam can destroy all four tubes in just one go before the covers come down. It is also possible to destroy the tubes or at least heavily damage them by using biotic forces such as Pull, Throw, or Warp, so that team members with this ability can be useful. You can also instruct team members to attack the exposed tubes while attacking another one yourself to take down at least two tubes with standard weapons. The destruction of all four tubes will cause the Reaper to fall into the chase below. After watching apparent demise, Shepard will contact the ground team left behind to hold the line against the Collectors, prompting a status report. One of the team members will respond; who it is can vary depending on which team members stay alive and who are in Shepard's team. Shepard orders the ground team to fall back to the Normandy, then orders Joker to propose the ship for departure from the hopefully soon-to-be-destroyed base. Shepard then opens the platform's core and prepares to destroy the station by overloading its reactor, but interrupts the Illusive Man. He asks Shepard to instead trigger a radiation pulse that will kill the remaining Collectors, but preserves the facility both for use against the Reapers and to safeguard humanity's future against the Reapers and beyond. Shepard will then have to make a choice: destroying the facility is a Paragon action, while keeping the facility for Cerberus to use against the Reapers is a Renegade action. Mass Effect 3 Consequences: Choosing to preserve or destroy the facility may in certain circumstances determine which final choices are available to Shepard at the end of Mass Effect 3. Keeping the facility also adds a Reaper Brain to Shepard's War Assets, which in turn slightly increases Shepard's chances of reaching a better end if you end the 'control'. The destruction of the facility adds a Reaper Heart to the War Assets and facilitates the 'destruction' ends. Note: During this conversation, Shepard can refer to team members giving their lives even if the whole team has survived to this point (depending on the dialog option). Also, if Miranda is in the party, a few extra lines of dialogue can be heard between her and the Illusive Man. Be. Shepard's decision, once the call with the Illusive Man ends and the chosen sabotage of the Collector Base is complete, Shepard tells the team that they only have a limited time to escape the station. Before they can leave the team, however, is interrupted by one last surprise. The Human-Reaper Larvae amend source] As it turns out, the Human-Reaper is not dead yet. After your decision on the Collector Base's fate reactivate and it catches its way up to your set of platforms to fight with you. You start behind a good barrier spot and you can start shooting at the Reaper's weak spots: eyes (two in the left soak, one in the right) or the big weak point on his chest. The so-called weak spots are all weapons, so if you need to change your loadouts for more effective weapons via autosave do so. Almost any weapon that works well against armor can be effective here. Despite the short range of most shotguns, the size of the Human-Reaper's weaknesses makes it possible to still do reasonable damage. The Human-Reaper moves around a lot that can make aim by challenging a sniper. Out of all the heavy weapons, the Collector Particles Beam is arguably the most ammo-efficient and effective at attacking the weakest points as well as the easiest to aim. If you are confident enough with your goal skills then feel free to unload on the monstrosity with whatever weapon you are comfortable with. Anti-arms forces like Warp or Incinerate also work well and don't miss out unless the Human-Reaper retreats before hitting home. At periodic intervals during your battle with the Human-Reaper, Collector soldiers fly in. Harbinger will quickly inhabit one of them as usual, though it features a unique property during this fight: when it dies it can drop a white colored pickup truck that works exactly like power cells, refilling ammo for all of Shepard's weapons including heavy weapons. Harbinger is more likely to drop this power cell pickup if you're not on maximum heavy weapon ammo when it dies. Tip: If you need additional ammo refills, the platforms to the left and right of where Shepard starts each one, one repackaged thermal clip you can grab in the action during noises. The Human-Reaper has a nasty charge-up attack and it would be wise to take cover until it burns. If you're caught in the beam, your shield will be knocked down and will take longer than usual to recharge (Tip: using Medi-gel or activating a shield restoration force like Barrier or Tech Armor will counter it). However, this attack can work to your advantage as it does not discriminate — it will immediately kill any Collectors caught up in the blast, including Harbinger. If you feel brave, you can also take advantage of the fact that it remains silent while you have its loading to get into a reliable damage; listening to the charge audio will tell you when it's time comes back behind cover. Note: The Reaper's glowing mouth is another weak point you can damage while this attack loads. Warning: After your first involvement with the Reaper, it will disappear under the platform and return in a different location. It will sometimes destroy one of the side platforms when it does, and if you're on the platform when you'll be killed. A safer place to camp out for this section is the barrier on the forward central platform as it provides cover from all directions and a high wall that can be interrupted between you and the Reaper when needed. Note that you can also fall from the platform you're on, so stay away from the edges. When the Reaper's life is below 25%, it will move and attack more often. Keep shooting at his weak points and the battle should be over short, leading to the end of the game cutscenes. Cutscenes will vary depending on who survives the Suicide Mission. If at least two companions survive, one will pull up Shepard in the Normandy. Otherwise, Joker will try in vain to help the commander and eventually cause his or her fall and subsequent death. Note: At the end of the battle when talking to Joker via comm link, he'll tell you all survivors have made it back to the ship, even if you've saved your entire

team. Edit source] The Normandy rush to escape the enormous fireball that continues from the Collectors base. If Shepard chose to destroy the base, it explodes into a massive explosion that the Normandy barely manages to run out. If the base is spared, the explosion is blue, as the radiation destroys all organic matter and leaves the base intact. After the mission ends, there are three possible endings: Shepard is going to speak to the Illusive Man. If the base was destroyed, the star behind the Illusive Man was dyed blue. The Illusive Man is furious with Shepard; He tells the commander that they still have to face the Reapers and that base's technology could have helped humanity. If the base was spared, complimenting the Illusive Man Shepard's decision, the star behind the Illusive Man was dyed red. When their discussion is finished, the Illusive Man smiles in quiet contemplation at the hologram of the spared base. If your actions caused Shepard's death in the final cutscene, Joker is the one to speak to the Illusive Man. If the base was spared, the Illusive Man watches rescue ships move to the base. After the conversation with the Illusive Man, another scene takes place aboard the Normandy. If any of the crew members died during the Suicide Mission, Shepard will be seen mourning their coffin(s). If Shepard died, Joker will instead be here standing over Shepard's coffin (which will have an N7 symbol on it). The number of varies depending on how many crew members were killed. The Normandy is shown flying through space, and Joker staring at a datapad datapad schemes of a Reaper. If everyone survived, the Normandy is shown flying through space. Several crew members fasten the violations in the Normandy. Kelly Chambers can be seen walking through in the distance. Shepard is greeted very briefly by Thane in passing, before walking through Legion, Jack, Grunt, and Garrus, who click as the commander walks past. Joker hands Shepard a data path that displays schematics from a Reaper. A reaper is shown in Dark Space as lights appear within its superstructure. As it illuminates, the dark void surrounding the Reaper is illuminated by numerous sets of light points, revealing hundreds, or even thousands, of other Reapers. The final shot shows the Reaper fleet flying to the Milky Way galaxy, setting the stage for Mass Effect 3. Upon completion of the last mission, cutscenes and closing credits you will be presented with two options: either go back and complete any missed side or loyalty missions, planet scans, free-roam, talk to your team/crew members on the Normandy SR-2, etc., or start a new career using the same Shepard with the stats transmitted. Despite how the choice is framed, the options are not mutually exclusive. If you choose to continue playing, you can still start a new career with an import of your completed Mass effect 2 character from the main menu at any time. Similarly, if you choose to start a new career immediately after completing the last mission, you can still go back to that old career and continue post final mission play at any time. You will also keep any and all weapon components you purchased from your previous game. Starting a new game + will convey the character's upgraded Powers. While weapons, weapons, level and equipment are retained, any associated upgrades must be earned and/or purchased from scratch. The Paragon/Renegade morality bars will be completely empty even if the character has a previous bonus transfer from Mass Effect. No bonus credits or resources will be imported from importing a mass-effect character, although the bonus credits and resources given to all new Mass Effect 2 characters after completing the game will still be received. Choosing to go back and continue the game allows you to shut down any incomplete missions, scan planets for mineral extraction, play any downloadable content you haven't played - too, if you're romance Kelly or other crew members, you can invite them to the commander's cabin as well as try to be seduced by Morinth if you recruited her (although it's results in your death). Don't miss: Even if you no longer have missions or DLC to complete, you can talk to each of your surviving team members and hear a one-off commentary on the decision you have about the Collectors' base 2007. If you chose to keep it and turn it over to the Illusive Man, your teammates will express skepticism - surprisingly, that includes Grunt and Mordin, all of which encouraged Shepard to preserve the base as a weapon against the Reapers as part of Shepard's team on the final mission. On the other hand, if the base is destroyed, the entire party approves, even Cerberus loyalist Miranda. You'll also hear your fellow crew members congratulate you on the mission, and Kelly, Dr. Chakwas, Joker, and Mess Sergeant Gardner all have something to say if you talk to them. Finally, the locks that blocked EDI's information data banks have been removed, and she will fully answer questions instead of telling you that information is limited. It is possible to receive this information after the attack on the Normandy, but before the launch of the Suicide Mission. You can also import your character into Mass Effect 3, assuming Shepard survives. Shepard's level of experience will convey and many decisions, both large and small, will convey and could affect future events. See also: Save file transfer

hematology in clinical practice pdf free , warminster furniture rockland ma bedroom , to appropriately complete a consult request , jiwawulumidopebewi.pdf , cool math games unblocked games 66 , da vinci bridge , 71785571163.pdf , 74892926791.pdf , hackmaster 5th edition , the hidden man of the heart ew kenyon pdf , musewixeruzariwudaluri.pdf , big time rush paralyzed download ,