

“Mass Effect” Fact Sheet

Title:	“Mass Effect”
Publisher:	Microsoft Game Studios
Developer:	BioWare Corp.
Format:	DVD for the Xbox 360™ video game system
OFLC Rating:	MA15+
Availability:	22 November 2007

Product Overview:

“Mass Effect” is a science-fiction action and role-playing game (RPG) created by BioWare, the commercially and critically acclaimed RPG developer of “Jade Empire™” and “Star Wars®: Knights of the Old Republic™”. “Mass Effect” will deliver an immersive, story-driven gameplay experience with stunning visual fidelity. Published by Microsoft Game Studios, “Mass Effect” is an exclusive title for the Xbox 360 video game system.

As the first humans on the galactic stage, players must uncover the greatest threat to civilisation. Their job is complicated by the fact that no one will believe the truth, but the world must be convinced of the grave threat at hand.

Players will travel across an expansive universe to piece the mystery together. As they discover and explore the uncharted edges of the galaxy, they come closer to an overwhelming truth — learning that the placid and serene universe they know is about to come to a violent end and that they may be the only people who can stop it!

Features:

- **Incredible sci-fi RPG with a rich, engaging storyline.** On a distant planet an amazing discovery is made. Players must determine the fate of humanity as they lead an elite tactical strike force in an effort to stop an entity so malevolent that it threatens to tear apart the very fiber of galactic civilisation! “Mass Effect” will take players into new depths for an action-role playing game, where, unlike any RPG before; they will be faced with morally complex decisions which have significant impact on the fate of all life in the galaxy. The player must succeed in their quest – no matter what the cost.
- **Explore uncharted worlds and uncover a mystery that defies imagination.** In addition to the main story arc of the game, players will be able to visit a large number of uncharted, unexplored planets

which are side quests independent from the main story. At any time during the campaign, a player can choose to explore one of these planets and have an opportunity to discover new alien life, resources, ruined civilisations and powerful technologies.

- **Real-time squad-based combat.** “Mass Effect” features a real-time, squad-based, tactical combat system. Players will enjoy intense, challenging and exciting third-person action squad-based combat. The player and their squad-mates will be able to engage the enemy with ranged weapons and covering fire, biotic powers/science-based magic, and tech powers – all of which will be accompanied by amazing visual and physics effects that will add tremendous excitement and drama to the battlefield. Whether they utilise powerful biotic powers or the latest in military hardware players will be well equipped to take on whatever comes their way
- **Credible digital actors.** “Mass Effect” will feature a huge cast of incredibly realistic NPCs, enemies, and party members. Each of the characters encountered will have true-to-life facial and body movements. A revolutionary advanced dialogue and A.I. system gives them engaging personalities, creating individuals so realistic they will seem like the first true “digital actors” ever seen in a video game. The resulting experience is one where players will feel like they are part of a rich, living world.
- **Character customisation and deep role-playing systems.** Players will be able to choose from and customise a variety of stunning, photo-realistic character appearances at the start of the game, and can increase various statistics which will have an impact on their performance during gameplay. The reward system in “Mass Effect” is deep, well-integrated and extremely engaging. New equipment, weapons and armor that are acquired during the course of the story will change the appearance of the characters.

“Mass Effect” will give players a huge breadth of additional customisation options for their characters, weapons and vehicles. Talents and abilities will be upgradeable and advanced talent options will become available at higher levels. Weapons and vehicles will be customisable to include various effects, abilities and upgrades. Each character class will have unique talents and abilities which will increase in power as the player progresses through the game.

- **Next-generation gaming defined.** “Mass Effect” takes full advantage of the Xbox 360’s hardware, providing players with exciting new experiences, including photo-realistic, high definition graphics on an epic scale, and amazingly realistic characters who bring the world alive. For the first time, players will be immersed in a massive universe of unbelievable scale, meet characters who feel real, and most importantly interact with them in ways that have never been possible before. As the future of gaming goes online, premium

downloadable content and recognition of achievements will be available via Xbox Live.

Developer Information:

BioWare Corp. is a developer of computer and console video games focused on rich stories and memorable characters. Currently in development are “Mass Effect™” (for Xbox 360) and “Dragon Age™” (for PC), two brand-new intellectual properties created and owned by BioWare, with “Mass Effect” to be published by Microsoft Game Studios. BioWare’s new studio in Austin, Texas, has begun work on a new massively multiplayer online (MMO) game, BioWare’s first entry into the MMO space. BioWare’s Technology Architecture Group is also developing the cutting-edge, next-generation BioWare Eclipse Engine™ technology for multiple platforms. Almost 3 million registered users make up BioWare’s online fan community at <http://www.bioware.com>, while the company’s online store at <http://store.bioware.com> provides fans with merchandise and new content for their favorite BioWare titles. Other previously published projects include the action-RPG of 2005 for Xbox®, “Jade Empire”, “Star Wars: Knights of the Old Republic” for Xbox and PC, the award-winning “Neverwinter Nights™” series, and the genre-defining “Baldur’s Gate™” RPG series for the PC. Information about employment at BioWare can be found online at <http://jobs.bioware.com>.

#

The information contained in this fact sheet relates to a pre-release product that may be substantially modified before its first commercial release. Accordingly, the information may not accurately describe or reflect the product when it is first commercially released. This fact sheet is provided for informational purposes only, and Microsoft and BioWare make no warranties, express or implied, with respect to the fact sheet or the information contained in it.

Microsoft, Xbox 360, Xbox Live and Xbox are either registered trademarks or trademarks of Microsoft Corp. in the United States and/or other countries.

Mass Effect © 2004–2006 BioWare Corp. Mass Effect, the Mass Effect logo, BioWare Corp., the BioWare Corp. logo, BioWare and the BioWare logo are either registered trademarks or trademarks of BioWare Corp. in the United States, Canada and other countries.

The names of actual companies and products mentioned herein may be the trademarks of their respective owners.

For further information, please contact:

Pulse Communications

David Wildgoose | david@pulsecom.com.au
02 8281 3865

Hayley Shield | hayley@pulsecom.com.au
02 8281 3818