

This bug is from the first *Mass Effect* and can be seen in the following video:
<https://www.youtube.com/watch?v=HdlFnfQPb0g>

THE BUG REPORT



Bug classification (artificial intelligence, camera, collision, gameplay, graphics, hang, legal, loading, performance, or text):
Gameplay

Summary/Title:

The reward 'XP' from activating the 'Mining Laser' in 'Therum: Ruins' can be given to the player more than once.

Expected Result:

The game remembers that the reward 'XP' from activating the 'Mining Laser' in 'Therum: Ruins' was given to the player and does not give the same reward 'XP' more than once.

Severity (critical, high, average, or low):

High

User path (unavoidable, likely, possible, or unlikely):

Possible

Possible Explanation:

Considering this bug can be repeated in the same playthrough *and* is only initiated by the reward 'XP' given by activating the 'Mining Laser' on 'Therum: Ruins', it appears that...

A) normally, reward 'XP' events are tracked by the game and are prevented from triggering if the same reward 'XP' has already been given in the same playthrough; and...

B) the game doesn't track whether the reward 'XP' from activating the 'Mining Laser' on 'Therum: Ruins' has been given or not.

Steps to Reproduce:

- 1) Start a new game.
- 2) Progress to the 'Therum' planet, in the 'Knossos' system, in the 'Artemis Tau' cluster.
- 3) Advance to the 'Mining Laser' in 'Therum: Ruins'
- 4) Fire the 'Mining Laser' by activating the 'Mining Laser Controls' and entering the code "A, X, B, Y".
- 5) While the 'XP' indicator is on screen, save the game then load the new save.

Affected Version:

V1.0.0.152

Platform:

Xbox 360

Notes:

This same glitch can be repeated indefinitely if the player repeats step 5 of 'Steps to Reproduction'.

Actual Notes:

As far as I know, the company requires all 'Steps to Reproduce' to be in 5 steps.

I chose 'high' severity because the bug permanently distorts the playthrough, making it impossible to progress without being influenced by the bug.

I chose a 'possible' user path because the bug can happen no matter what long-term choices the player makes, but the bug doesn't happen automatically and requires a few steps and timing to replicate.