

*DISCLAIMER: Everything listed here is officially confirmed information about Mass Effect Andromeda from E3 2016 interviews and twitter feeds during the E3 event. All information here is my translation of information from twitter, articles and videos into simple and easy to digest information. I apologise if this translation may cause confusion with some of the more ambiguous/vague information. Anything that I think isn't 100% true will be marked like this\* with a comment. If you find any information that contradicts anything here, don't hesitate to message me on reddit at /u/Audemus77*

## STORY

- There is more than one Ark
- Before leaving, the Arks were located above Earth
- Passengers on the Ark have been kept in some kind of stasis during the journey. Female character is first to wake up
- Characters are a huge focus, Frostbite allows them to create more detailed characters
- The protagonist's name is Ryder
- The woman at the end of the EA Play video is a FemRyder
- The goal of this game is to move forward. There will be callbacks to the trilogy however
- Ryder has a family. This family ties into the storyline (Maybe siblings, parents etc)
- Relationships and romances will be more realistic
- Friendships and romances will take into account character temperaments. Some may be harder to talk to.
- Romance won't be limited to checking in a few times, then getting a romance scene.
- Mass Effect Andromeda is a story about becoming a hero
- The characters will be much younger and untested, drawing from themes of feeling out of depth or like an outcast
- Humanity are the aliens this time, it's the story of a stranger in a strange land
- BioWare are aiming for a character that is more than just a typical space marine, someone who recognises the impact their presence is having
- Instead of your character already knowing a lot about the Galaxy like Shepard, you're going to be discovering all of this stuff with them
- You won't have the kind of support Shepard would have. You're not exactly a Spectre this time\*
- The story of the game will be more personal this time, even though the scale is still grand
- The trilogy will act as a foundational background, but won't be a focus. The lore will still be explained to newcomers
- The trilogy was about a cinematic, grand, space opera with a titular character. With Andromeda they want to move away from this\*
- Instead of saying "You are this person" it's about saying "This is your role and this is the way you can play it"
- Andromeda will still be a human centric story, as it gives the player a foothold in the alien narrative

- In ME1, humans found themselves to be the underdogs in a larger galaxy, and this is ultimately a core theme of Mass Effect, not just the trilogy
- BioWare kept trying to solve the vehicle problem in the trilogy, but this time they've made it a core focus and tried to fix it early in development
- The online component will have no impact on the main story this time. There will be more positive ties between the singleplayer and multiplayer
- RPG elements are of course still there, allowing the player to control the story their way
- There will be companions with 'loyalty' missions and new ways to get to know them
- There will be different ways to communicate with the races of Andromeda. Diplomacy, aggressiveness, combat etc\*
- The protagonist's role will be vast, their goal is to find a new home for humanity and the other races accompanying them, requiring a character of many qualities
- There will be references to the trilogy, but not so much as to flood new players with information
- The way the translators will understand the languages of the Andromeda species will be explained
- The trip to Andromeda has taken a really really long time (hundreds of years)
- The game draws parallels to today's space exploration advancements/themes
- The N7 character has nothing to do with Shepard
- New species. Some old, some new, some completely mysterious
- Your choices will affect the other species in Andromeda\*
- The 'Ark' is a huge part of the story, not just where Ryder wakes up
- Main character will be human, you can choose to play as a male/female Ryder
- There is a sense of continuity in the Mass Effect universe, despite starting fresh in a new Galaxy
- Mass Effect Andromeda is story/characters first, then with a large focus on seamless loading, exploration
- Codex entries will be detailed and in-depth as usual.
- The twist of Andromeda is that this time you don't really have any right to be there. The natives are going to be saying "Who are you?"
- The T-shirt Mac Walters was wearing at E3 is a vague clue (I'm assuming the AI stands for ARKCON Initiative)
- BioWare are determined to nail the ending this time. This one's important so I'll quote it for you guys: *"I think it's fair to say we are very sensitive on the project about our ending. And there's a lot of internal focus testing on it as well," Walters said. "That's probably something we're more aware of and we're paying more attention to it for sure. It's changed in that regard."*
- The phrase "both main characters" was used by Flynn, indicating the possibility of the "pick the guy or girl" theory\*
- "Actually with the first trilogy we had male as default, so we should balance that out as best we can"
- Andromeda may or may not be the first in a new trilogy, the team is open to the idea\*

- The backlash from the ME3 ending hit the team deeply and they took a lot of lessons from it. Releasing the extended cut was a "cathartic moment for the studio"
- -The Ryder dog tag from the N7 Day trailer doesn't belong to the protagonist. They belong to another...

## GAMEPLAY

- The Mako has a boost feature
- Biotics are back
- You can switch shoulders during combat\*
- The dialogue system will be familiar but they want to push the envelope with new mechanics
- There will be an 'evolution' of the morality system\*
- ME3 multiplayer was a surprising success but they understand that fans didn't like how it tied into the single player, aims to improve this
- The Mako is the only vehicle in the game
- The core elements of branching dialogue, relationship building, exploration etc will remain intact
- The multiplayer will be similar to ME3's but with more freedom, dynamic gameplay and 'chaos'
- There will be more customisation than we've seen before. We can "own" our environments
- The order in which you do quests/talk to people may also influence opinion of you and humanity\*
- We will be able to choose male/female, but they want to go a little bit further with this. More details to come soon
- The female Ryder isn't exactly the default face. There is a bit of a twist this time around but they can't say more yet
- Planetary exploration is essentially the same mechanic as ME1, but much MUCH bigger/better with more freedom
- Frostbite has forced them to rebuild everything from the ground up, it's a clean slate in more ways than one
- The team is trying to blend the cinematic, linear missions of before with a richer, more open world experience. "We don't want you to feel like you've landed on the planet with one objective and then leave the planet. We want you to spend some time there."
- The game is bigger in almost every way
- Squad combat is there, cover based combat is there, moment-to-moment gameplay is there
- It's not true that gameplay features are being stripped out to meet the release date. Only modest changes along the way

# MISC INFO

- Titan books have listed 4 Mass Effect novels between now to 2017. The first is called Initiation and is written by N.K. Jemisin. She is a huge Mass Effect fan and a well established author. The first book is slated for release around August this year, the second will come out around the same time as the game (Feb/Mar 2017), the third will come out late 2017 and the fourth (written by Mac Walters himself) will come out in 2018.
- The new ship is called the Tempest. It's small enough to land on planets
- Asari, Salarians, Krogan etc are all in Andromeda\*
- Facial animations are smoother/more detailed
- Development in the game is in the final stretch, they only want to show stuff that's totally finished and polished
- Andromeda will feel like you're playing Mass Effect for the first time, as the setting/characters are new and unfamiliar, yet nostalgic to returning fans
- BioWare aren't worried about moving on from Shepard, they believe that as long as all the core elements of Mass Effect are there, people will play it
- Andromeda is their biggest game ever. Exploration is a major factor, similar to what they tried to achieve in ME1
- Planets will have essentially one biome, inspired by planets from things like Star Wars\*
- There's much more to the Tempest than meets the eye
- Mass Effect VR is a possibility\*
- Same-Sex romances are still there
- Info about a Collector's Edition is coming this fall
- As the game runs Frostbite, the PC hardware requirements will be similar to that of Battlefield and Inquisition\*
- More news may be coming in weeks instead of months\*
- Armour/Prop references should be coming soon. Keep an eye on @GambleMike's and @ConalPierse's Twitter feeds
- BioWare want to bring back the awe of exploration and meeting new aliens for the first time
- BioWare want us to guess, scour for clues, keep us hungry for details (Hence this post, goddamnit BioWare)
- The aim of the EA Play trailer was to showcase the new characters and complement the previous trailers

- EA's other games drowned out the time for Andromeda, gameplay previews will come later\*
- Everything from the EA Play trailer is directly from the game. No CGI, no concepts.
- A lot of the trilogy developers are working on the new IP. The current team is a mix of old and new
- The rumors of tensions at the studio are mostly true, but it's not really hurting development in any meaningful way
- Aaryn is confident they will hit their Q1 2017 deadline
- They understand that fans are nervous and they're eager to calm our concerns ASAP
- They're happy to respond to questions about how the game plays

#### SOURCES USED:

- [EA Play Trailer](#)
- [Mac Walters Interview - YouTube Live at E3](#)
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- [Polygon - Mass Effect: Andromeda will star a younger, untested band of heroes](#)
- [JeuxVideo.com YouTube - Interview du directeur de BioWare Montreal](#)
- [Aaryn Flynn Interview - Playstation Access](#)
- [Aaryn Flynn Interview - Inside Playstation](#)
- [Kotaku - BioWare Wants Mass Effect Andromeda To Recapture The First Game's Wonder](#)
- [GameSpot - Mass Effect Andromeda Dev on Studio Tensions, Female Leads, and the Scars From 3's Ending](#)
- [Twitter Feed - Mike Gamble](#)
- [Twitter Feed - Aaryn Flynn](#)
- [Twitter Feed - Mac Walters](#)
- [Twitter Feed - Mass Effect](#)
- [Titan Books - London International Books Fair 2016 Publishing List](#)