*Mass Effect Legendary Edition*

From Wikipedia, the free encyclopedia

[Jump to navigation](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#mw-head)[Jump to search](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#searchInput)

|  |  |
| --- | --- |
| ***Mass Effect Legendary Edition*** | |
| [Mass Effect Legendary Edition.jpeg](https://en.wikipedia.org/wiki/File:Mass_Effect_Legendary_Edition.jpeg) | |
| [**Developer(s)**](https://en.wikipedia.org/wiki/Video_game_developer) | [BioWare](https://en.wikipedia.org/wiki/BioWare) |
| [**Publisher(s)**](https://en.wikipedia.org/wiki/Video_game_publisher) | [Electronic Arts](https://en.wikipedia.org/wiki/Electronic_Arts) |
| [**Director(s)**](https://en.wikipedia.org/wiki/Video_game_creative_director) | Mac Walters |
| **Series** | [*Mass Effect*](https://en.wikipedia.org/wiki/Mass_Effect) |
| [**Engine**](https://en.wikipedia.org/wiki/Game_engine) | [Unreal Engine 3](https://en.wikipedia.org/wiki/Unreal_Engine_3) |
| [**Platform(s)**](https://en.wikipedia.org/wiki/Computing_platform) | * [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4) * [Windows](https://en.wikipedia.org/wiki/Windows) * [Xbox One](https://en.wikipedia.org/wiki/Xbox_One) |
| **Release** | May 14, 2021 |
| [**Genre(s)**](https://en.wikipedia.org/wiki/Video_game_genre) | [Action role-playing](https://en.wikipedia.org/wiki/Action_role-playing_game), [third-person shooter](https://en.wikipedia.org/wiki/Third-person_shooter" \o "Third-person shooter) |
| **Mode(s)** | [Single-player](https://en.wikipedia.org/wiki/Single-player) |

***Mass Effect Legendary Edition*** is a compilation of the [video games](https://en.wikipedia.org/wiki/Video_games) in the [*Mass Effect*](https://en.wikipedia.org/wiki/Mass_Effect) trilogy: [*Mass Effect*](https://en.wikipedia.org/wiki/Mass_Effect_(video_game)), [*Mass Effect 2*](https://en.wikipedia.org/wiki/Mass_Effect_2), and [*Mass Effect 3*](https://en.wikipedia.org/wiki/Mass_Effect_3). It was developed by [BioWare](https://en.wikipedia.org/wiki/BioWare" \o "BioWare) and published by [Electronic Arts](https://en.wikipedia.org/wiki/Electronic_Arts). All three games were [remastered](https://en.wikipedia.org/wiki/Video_game_remaster), with visual enhancements, technical improvements, and gameplay adjustments. *Mass Effect*, the first game of the trilogy, received more extensive upgrades than its counterparts, specifically with regard to [graphics](https://en.wikipedia.org/wiki/Video_game_graphics), combat mechanics, vehicle handling, and [loading](https://en.wikipedia.org/wiki/Loading_screen) times.

Development on the *Legendary Edition* commenced in 2019 under the direction of Mac Walters, who previously served as lead writer for *Mass Effect 2* and *Mass Effect 3*. BioWare decided to approach the project as a remaster as opposed to a [remake](https://en.wikipedia.org/wiki/Video_game_remake) in order to preserve the original trilogy experience. The compilation was announced on November 7, 2020, and released on May 14, 2021, for [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4), [Windows](https://en.wikipedia.org/wiki/Windows), and [Xbox One](https://en.wikipedia.org/wiki/Xbox_One). *Legendary Edition* received very positive reviews from [video game publications](https://en.wikipedia.org/wiki/Video_game_journalism), who praised the enhanced experience of the first game in addition to the convenience and scope of the overall package. Minor criticism was aimed at the extent of the gameplay and visual changes in certain regards.



**Contents**

* [1Contents](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#Contents)
* [2Development](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#Development)
* [3Release](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#Release)
* [4Reception](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#Reception)
  + [4.1Sales](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#Sales)
* [5Notes](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#Notes)
* [6References](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#References)
* [7External links](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#External_links)

Contents[[edit](https://en.wikipedia.org/w/index.php?title=Mass_Effect_Legendary_Edition&action=edit&section=1)]

[](https://en.wikipedia.org/wiki/File:MassEffect1_LegendaryEdition_Combat.png)

In *Legendary Edition*, [*Mass Effect*](https://en.wikipedia.org/wiki/Mass_Effect_1) has received more extensive upgrades than its sequels, including a new [HUD](https://en.wikipedia.org/wiki/Heads-up_display_(video_games)).[[1]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-GIReview-1)

*Mass Effect Legendary Edition* contains single-player base content from all three titles in the *Mass Effect* trilogy: [*Mass Effect*](https://en.wikipedia.org/wiki/Mass_Effect_1) (2007), [*Mass Effect 2*](https://en.wikipedia.org/wiki/Mass_Effect_2) (2010), and [*Mass Effect 3*](https://en.wikipedia.org/wiki/Mass_Effect_3) (2012).[[2]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-announcement-2) The compilation also includes almost all single-player [downloadable content](https://en.wikipedia.org/wiki/Downloadable_content) (DLC) that was originally released for each game, such as promotional weapons, armors, and packs.[[N 1]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-4) The trilogy consists of [action role-playing](https://en.wikipedia.org/wiki/Action_role-playing_game) games in which the player assumes the role of [Commander Shepard](https://en.wikipedia.org/wiki/Commander_Shepard), an elite human soldier who must unite the galactic community against a highly advanced machine race of synthetic-organic starships known as [Reapers](https://en.wikipedia.org/wiki/Reapers_(Mass_Effect)).[[4]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-abstraction-5) Shepard is a customizable character whose gender, appearance, military background, combat training, and first name are determined by the player.[[5]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-6) During each game, the player makes choices that can impact the story in various ways, including consequences that can be carried forward through the trilogy.[[6]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-eurogamer-7)

All three titles were [remastered](https://en.wikipedia.org/wiki/Video_game_remaster) for *Legendary Edition*, which includes updated [textures](https://en.wikipedia.org/wiki/Texture_mapping), [shaders](https://en.wikipedia.org/wiki/Shader" \o "Shader), models, effects, and technical features. The games also run in sharper resolutions and at higher [frames per second](https://en.wikipedia.org/wiki/Frames_per_second) than their original counterparts.[[2]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-announcement-2) The compilation allows players to start all three titles from a single [menu](https://en.wikipedia.org/wiki/Menu_(computing)) and a universal [character creator](https://en.wikipedia.org/wiki/Character_creation) that includes customization options for all three games. The default female Commander Shepard model from *Mass Effect 3*, which was previously unavailable in prior installments, is now usable across the trilogy. The second and third entries feature similar gameplay to their original versions but have received some adjustments, such as the rebalancing of the "Galactic Readiness" system from *Mass Effect 3*.[[7]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-gamespot_changes-8) Also new to each game is a [photo mode](https://en.wikipedia.org/wiki/In-game_photography), which allows players to take adjustable in-game [screenshots](https://en.wikipedia.org/wiki/Screenshot).[[8]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-9)

The first *Mass Effect* has received more extensive upgrades than its counterparts.[[9]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-PCG-10) The game includes additional visual updates, such as the addition of smoke effects and [volumetric lighting](https://en.wikipedia.org/wiki/Volumetric_lighting) to certain levels, and modified [skyboxes](https://en.wikipedia.org/wiki/Skybox_(video_games)). Combat has been updated in an attempt to feel more consistent with the sequels, including improved aim assist with a stickier lock-on, a dedicated melee button, rebalanced weapons, and smarter enemy and squad [artificial intelligence](https://en.wikipedia.org/wiki/Artificial_intelligence).[[7]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-gamespot_changes-8) Certain [boss](https://en.wikipedia.org/wiki/Boss_(video_game)) encounters have received adjustments in order to feel less frustrating, such as expanded [levels](https://en.wikipedia.org/wiki/Level_(video_games)) and more frequent auto-[saving](https://en.wikipedia.org/wiki/Saved_game).[[10]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-bosses-11) The [Mako](https://en.wikipedia.org/wiki/Mako_(Mass_Effect)" \o "Mako (Mass Effect)), which is an all-terrain vehicle that is primarily used by the player for traversal, has received a speed increase and updated physics.[[11]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-gimako-12) Exploration around the world has also been tweaked, such as reduced time spent in elevators that are utilized as a way to hide [loading screens](https://en.wikipedia.org/wiki/Loading_screen), which was a commonly criticized aspect of the original game.[[12]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-elevators-13)

Development[[edit](https://en.wikipedia.org/w/index.php?title=Mass_Effect_Legendary_Edition&action=edit&section=2)]

*Mass Effect Legendary Edition* was developed by [BioWare](https://en.wikipedia.org/wiki/BioWare" \o "BioWare) and published by [Electronic Arts](https://en.wikipedia.org/wiki/Electronic_Arts).[[13]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-14) BioWare had previously discussed developing a remaster of the *Mass Effect* trilogy in 2014,[[14]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-pcinvasion-15) but did not begin work on the project until 2019.[[15]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-eurog_date_announce-16) Multiple support studios were contracted to assist with development, including Abstraction Games and [Blind Squirrel Games](https://en.wikipedia.org/wiki/Blind_Squirrel_Games).[[4]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-abstraction-5)[[16]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-17) The former aided with the adaptation of each game for newer consoles, and helped with optimizations and improvements, mostly with regard to [graphics](https://en.wikipedia.org/wiki/Computer_graphics).[[4]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-abstraction-5) The overall project was directed by Mac Walters, who previously served as lead writer for *Mass Effect 2* and *Mass Effect 3*.[[17]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-ign_impressions-18)

Early in the development process, BioWare consulted with [Epic Games](https://en.wikipedia.org/wiki/Epic_Games) to determine the feasibility of [porting](https://en.wikipedia.org/wiki/Porting) the games from their original engine, [Unreal Engine 3](https://en.wikipedia.org/wiki/Unreal_Engine_3), to [Unreal Engine 4](https://en.wikipedia.org/wiki/Unreal_Engine_4). BioWare eventually determined that the amount of work required to do so was significant, and would involve remaking large aspects of the games, such as redoing all [cinematic scenes](https://en.wikipedia.org/wiki/Cutscene).[[18]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-19)[[19]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-20) They were also concerned that an overhaul of that magnitude would fundamentally change and take away from the original trilogy experience.[[17]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-ign_impressions-18) Based on these findings, BioWare decided to keep the games on their original engine, and also to approach the project as a remaster as opposed to a [remake](https://en.wikipedia.org/wiki/Video_game_remake).[[20]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-gi_remaster_remake-21) Due to its complicated nature and potential impact on the project's timeline, BioWare also decided that the *Mass Effect 3* [multiplayer](https://en.wikipedia.org/wiki/Multiplayer_video_game) mode would not be included.[[21]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-22) The team intended to include all single-player DLC in the package, but was unable to include the [*Pinnacle Station*](https://en.wikipedia.org/wiki/Mass_Effect:_Pinnacle_Station) pack from *Mass Effect* because its source code was corrupted, which Walters described as "heartbreaking".[[22]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-23)

As part of the remastering process, BioWare increased resolutions for all textures throughout the trilogy, which was accomplished by utilizing an artificial intelligence [upscaling](https://en.wikipedia.org/wiki/Image_scaling) program and other custom tools.[[23]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-24) Once those initial visual upgrades were complete, the art department began manual work on assets, character models, and environments.[[24]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-25) After reviewing each game for potential changes, the team concluded that certain [camera angles](https://en.wikipedia.org/wiki/Camera_angle) of female characters were either gratuitous or in need of improvement, so they moved ahead with alterations to some original shots.[[25]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-Censorship-26) By the spring of 2020, *Legendary Edition* entered a "baseline" state where the games were fully playable and BioWare's first round of improvements had been implemented. However, the team felt that the original *Mass Effect* was still lagging behind the other games in terms of visuals, so they brought in the game's original art director, Derek Watts, to add new details and effects. The original game also received a significant amount of gameplay updates, which was done in order to modernize the experience and to remove inconsistencies with its sequels.[[15]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-eurog_date_announce-16) These updates included adjustments to boss encounters that were originally deemed "painful" for players, which required the involvement of one of the game's original level designers.[[10]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-bosses-11) The compilation was [released to manufacturing](https://en.wikipedia.org/wiki/Release_to_manufacturing) on April 9, 2021.[[26]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-27)

Release[[edit](https://en.wikipedia.org/w/index.php?title=Mass_Effect_Legendary_Edition&action=edit&section=3)]

*Mass Effect Legendary Edition* was officially announced on November 7, 2020, which is also known as "N7 Day", a date declared by BioWare as an annual celebration of the *Mass Effect* franchise.[[2]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-announcement-2) The compilation was released for [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4), [Windows](https://en.wikipedia.org/wiki/Windows), and [Xbox One](https://en.wikipedia.org/wiki/Xbox_One) on May 14, 2021.[[15]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-eurog_date_announce-16) Although it runs and features targeted enhancements on [PlayStation 5](https://en.wikipedia.org/wiki/PlayStation_5) and [Xbox Series X/S](https://en.wikipedia.org/wiki/Xbox_Series_X/S) through [backward compatibility](https://en.wikipedia.org/wiki/Backward_compatibility), BioWare has no plans to release versions of *Legendary Edition* specifically for those consoles.[[27]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-28) In an interview, Walters stated that while he would like to port the compilation to [Nintendo Switch](https://en.wikipedia.org/wiki/Nintendo_Switch), that console was outside the project's scope.[[15]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-eurog_date_announce-16)

Reception[[edit](https://en.wikipedia.org/w/index.php?title=Mass_Effect_Legendary_Edition&action=edit&section=4)]

**Reception**

|  |  |
| --- | --- |
| **Aggregate score** | |
| **Aggregator** | **Score** |
| [Metacritic](https://en.wikipedia.org/wiki/Metacritic) | PC: 86/100[[28]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-MCPC-29) PS4: 87/100[[29]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-MCPS-30) XB1: 90/100[[30]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-MCX-31) |

|  |  |
| --- | --- |
| **Review scores** | |
| **Publication** | **Score** |
| [*Destructoid*](https://en.wikipedia.org/wiki/Destructoid) | 9/10[[38]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-DestRev-39) |
| [*Game Informer*](https://en.wikipedia.org/wiki/Game_Informer) | 9/10[[1]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-GIReview-1) |
| [*GameSpot*](https://en.wikipedia.org/wiki/GameSpot) | 8/10[[32]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-GSpotReview-33) |
| [*GamesRadar+*](https://en.wikipedia.org/wiki/GamesRadar%2B) | https://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/11px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/11px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/11px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/11px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/8/81/Star_half.svg/11px-Star_half.svg.png[[31]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-GR+Review-32) |
| [*IGN*](https://en.wikipedia.org/wiki/IGN) | (*ME1*) 8/10[[33]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-34) (*ME2*) 9/10[[34]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-IGNRev2-35) (*ME3*) 8/10[[35]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-36) |
| [*PC Gamer* (US)](https://en.wikipedia.org/wiki/PC_Gamer) | (*ME1*) 77/100[[36]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-PCGamerReview-37) |
| [*Push Square*](https://en.wikipedia.org/wiki/Push_Square) | https://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/7px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/7px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/7px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/7px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/7px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/7px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/7px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/7px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/7px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/4/49/Star_empty.svg/7px-Star_empty.svg.png[[39]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-PSReview-40) |
| *RPGamer* | https://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/11px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/11px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/11px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/5/51/Star_full.svg/11px-Star_full.svg.pnghttps://upload.wikimedia.org/wikipedia/commons/thumb/4/49/Star_empty.svg/11px-Star_empty.svg.png[[37]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-38) |

According to the review aggregator [Metacritic](https://en.wikipedia.org/wiki/Metacritic" \o "Metacritic), the Windows and PlayStation 4 versions of *Mass Effect Legendary Edition* received "generally favorable reviews" whereas the Xbox One version received "universal acclaim" from [video game publications](https://en.wikipedia.org/wiki/Video_game_journalism).[[28]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-MCPC-29)[[29]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-MCPS-30)[[30]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-MCX-31)

Critics generally felt that the first *Mass Effect*, which received more extensive upgrades than its sequels, was significantly improved in *Legendary Edition*. Alyssa Mercante of *[GamesRadar+](https://en.wikipedia.org/wiki/GamesRadar%2B" \o "GamesRadar+)* opined that the changes to the game resulted in a more modern experience, and that BioWare successfully brought the game more in line with its sequels without detracting from its original charm.[[31]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-GR+Review-32) Shubhankar Parijat of *GamingBolt* asserted that the remaster was one of the most impressive that he had seen, which he attributed to the extensive work done to assets, environments, lighting, and character models.[[40]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-GamingBolt-41) By contrast, some critics felt that the visual changes went too far and ultimately overshadowed the original's mood and tone,[[41]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-42) while other critics felt that the gameplay updates did not go far enough.[[36]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-PCGamerReview-37)

Reviewers responded positively to *Mass Effect 2* and *Mass Effect 3* in *Legendary Edition* despite those games receiving relatively minor updates. Writing for *[Destructoid](https://en.wikipedia.org/wiki/Destructoid" \o "Destructoid)*, Eric Van Allen praised the adjustments made to the morality system of *Mass Effect 2*, which he felt made the game feel less unforgiving.[[38]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-DestRev-39) Dan Stapleton of [*IGN*](https://en.wikipedia.org/wiki/IGN) opined that the graphical improvements made to *Mass Effect 2* made it look comparable to a modern release, with the main exception being its [facial animations](https://en.wikipedia.org/wiki/Computer_facial_animation).[[34]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-IGNRev2-35) In his evaluation of *Mass Effect 3*, Robert Ramsey of [Push Square](https://en.wikipedia.org/wiki/Push_Square) noted that the inclusion of expansions that were not available with the base version of the game resulted in a meaningfully enhanced experience.[[39]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-PSReview-40) By contrast, Jordan Ramée of *[GameSpot](https://en.wikipedia.org/wiki/GameSpot" \o "GameSpot)* criticized the compilation for not integrating DLC well into the overall narrative of the individual games.[[32]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-GSpotReview-33)

As an overall product, *Legendary Edition* received praise for its convenience, scope, and preservation of the *Mass Effect* trilogy. Writing for [*The Washington Post*](https://en.wikipedia.org/wiki/The_Washington_Post), Jhaan Elker recommended the compilation to fans and newcomers alike, with the qualification that some players may still prefer the original version of the games with [mods](https://en.wikipedia.org/wiki/Video_game_modding).[[42]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-43) In a performance review for *[Eurogamer](https://en.wikipedia.org/wiki/Eurogamer" \o "Eurogamer)*, Thomas Morgan highlighted the ambition and effort of the collection, and concluded that the final result was a "perfect jumping on point for the series".[[43]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-44) In her review for [*Game Informer*](https://en.wikipedia.org/wiki/Game_Informer), Kimberly Wallace lauded the *Mass Effect* trilogy as a whole, and expressed gratitude towards the remaster for keeping attention on the series and giving players an opportunity to easily play through the story in its most complete form, with all DLC included.[[1]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-GIReview-1)

**Sales**[[edit](https://en.wikipedia.org/w/index.php?title=Mass_Effect_Legendary_Edition&action=edit&section=5)]

In the United Kingdom, *Legendary Edition* was the best selling game during its week of release, which was mostly due to digital sales.[[44]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-45) Also during the week of its release, the Windows version of the game had over 59,000 concurrent players on [Steam](https://en.wikipedia.org/wiki/Steam_(service)), which was the highest concurrent player count to date for a BioWare title.[[45]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-46) On the [PlayStation Store](https://en.wikipedia.org/wiki/PlayStation_Store), *Legendary Edition* was the third-highest selling game in the United States and the sixth-highest selling game in Europe for May 2021.[[46]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-47) During an investor call on August 4, 2021, Electronic Arts Chief Executive Officer [Andrew Wilson](https://en.wikipedia.org/wiki/Andrew_Wilson_(businessman)) revealed that the game performed "well above" expectations, although exact sales figures were not disclosed.[[47]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-48) *Legendary Edition* finished 2021 as one of the 12-highest selling new releases of the year on Steam.[[48]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-49) According to [The NPD Group](https://en.wikipedia.org/wiki/The_NPD_Group), *Legendary Edition* was the 19th-best selling game on PlayStation and the 12th-best selling game on Xbox of 2021 overall.[[49]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-50)

Notes[[edit](https://en.wikipedia.org/w/index.php?title=Mass_Effect_Legendary_Edition&action=edit&section=6)]

* 1. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-4) The [*Pinnacle Station*](https://en.wikipedia.org/wiki/Mass_Effect:_Pinnacle_Station) pack from [*Mass Effect*](https://en.wikipedia.org/wiki/Mass_Effect_(video_game)) is not included in *Legendary Edition*.[[3]](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_note-pinnacle_station-3)

References[[edit](https://en.wikipedia.org/w/index.php?title=Mass_Effect_Legendary_Edition&action=edit&section=7)]

* 1. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-GIReview_1-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-GIReview_1-1) [***c***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-GIReview_1-2) *Wallace, Kimberly (May 14, 2021).*[*"Mass Effect Legendary Edition Review – A Great Way To Honor Commander Shepard's Legacy"*](https://www.gameinformer.com/review/mass-effect-legendary-edition/mass-effect-legendary-edition-review-a-great-way-to-honor)*.*[*Game Informer*](https://en.wikipedia.org/wiki/Game_Informer)*.*[*Archived*](https://archive.today/20210524001938/https:/www.gameinformer.com/review/mass-effect-legendary-edition/mass-effect-legendary-edition-review-a-great-way-to-honor)*from the original on May 24, 2021. Retrieved May 14, 2021.*
  2. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-announcement_2-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-announcement_2-1) [***c***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-announcement_2-2) *Hudson, Casey (November 7, 2020).*[*"Happy N7 Day!"*](https://blog.bioware.com/2020/11/07/happy-n7-day-4/)*. BioWare Blog. Retrieved January 15, 2021.*
  3. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-pinnacle_station_3-0) *Ruppert, Liana (February 2, 2021).*[*"BioWare Explains Pinnacle Station DLC Exclusion From Mass Effect Legendary Edition, "Heartbreaking""*](https://www.gameinformer.com/2021/02/02/bioware-explains-pinnacle-station-dlc-exclusion-from-mass-effect-legendary-edition)*.*[*Game Informer*](https://en.wikipedia.org/wiki/Game_Informer)*.*[*Archived*](https://archive.today/20210207013235/https:/www.gameinformer.com/2021/02/02/bioware-explains-pinnacle-station-dlc-exclusion-from-mass-effect-legendary-edition)*from the original on February 7, 2021. Retrieved February 6, 2021.*
  4. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-abstraction_5-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-abstraction_5-1) [***c***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-abstraction_5-2) [*"Mass Effect - Abstraction"*](https://abstraction.games/project/mass-effect-legendary-edition)*. Abstraction Games Official Website.*[*Archived*](https://archive.today/20210115215858/https:/abstraction.games/project/mass-effect-legendary-edition)*from the original on January 15, 2021. Retrieved January 15, 2021.*
  5. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-6) *Perez, Diego (May 15, 2021).*[*"Mass Effect Character Creation Guide: Best Pre-Service History, Psychological Profile, and Class"*](https://attackofthefanboy.com/guides/mass-effect-character-creation-guide-best-pre-service-history-psychological-profile-and-class/)*. Attack of the Fanboy.*[*Archived*](https://archive.today/20210926170501/https:/attackofthefanboy.com/guides/mass-effect-character-creation-guide-best-pre-service-history-psychological-profile-and-class/)*from the original on September 26, 2021. Retrieved September 26, 2021.*
  6. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-eurogamer_7-0) *Eurogamer Staff (January 8, 2021).*[*"The games we're looking forward to in 2021"*](https://www.eurogamer.net/articles/2021-01-08-the-games-were-looking-forward-to-in-2021)*. [Eurogamer](https://en.wikipedia.org/wiki/Eurogamer" \o "Eurogamer).*[*Archived*](https://archive.today/20210115220231/https:/www.eurogamer.net/articles/2021-01-08-the-games-were-looking-forward-to-in-2021)*from the original on January 15, 2021. Retrieved January 15, 2021.*
  7. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-gamespot_changes_8-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-gamespot_changes_8-1) *James, Lucy; Ramée, Jordan (February 3, 2021).*[*"What Mass Effect: Legendary Edition Is Changing About The Original Trilogy"*](https://www.gamespot.com/articles/what-mass-effect-legendary-edition-is-changing-about-the-original-trilogy/1100-6486987/)*. [GameSpot](https://en.wikipedia.org/wiki/GameSpot" \o "GameSpot).*[*Archived*](https://archive.today/20210206204423/https:/www.gamespot.com/articles/what-mass-effect-legendary-edition-is-changing-about-the-original-trilogy/1100-6486987/)*from the original on February 6, 2021. Retrieved February 6, 2021.*
  8. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-9) *Chalk, Andy (April 16, 2021).*[*"Mass Effect: Legendary Edition has a photo mode and it looks pretty sweet"*](https://www.pcgamer.com/mass-effect-legendary-edition-has-a-photo-mode-and-it-looks-pretty-sweet/)*.*[*PC Gamer*](https://en.wikipedia.org/wiki/PC_Gamer)*.*[*Archived*](https://archive.today/20210417163156/https:/www.pcgamer.com/mass-effect-legendary-edition-has-a-photo-mode-and-it-looks-pretty-sweet/)*from the original on April 17, 2021. Retrieved April 17, 2021.*
  9. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-PCG_10-0) *Stanton, Rich (February 2, 2021).*[*"In Mass Effect: Legendary Edition the first game is a partial remake, the sequels are remasters"*](https://www.pcgamer.com/in-mass-effect-legendary-edition-the-first-game-is-a-partial-remake-the-sequels-are-remasters/)*.*[*PC Gamer*](https://en.wikipedia.org/wiki/PC_Gamer)*.*[*Archived*](https://archive.today/20210207164205/https:/www.pcgamer.com/in-mass-effect-legendary-edition-the-first-game-is-a-partial-remake-the-sequels-are-remasters/)*from the original on February 7, 2021. Retrieved February 2, 2021.*
  10. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-bosses_11-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-bosses_11-1) *Ruppert, Liana (February 15, 2021).*[*"How Mass Effect Legendary Edition Makes Boss Fights More Effective"*](https://www.gameinformer.com/2021/02/15/how-mass-effect-legendary-edition-makes-boss-fights-more-effective)*.*[*Game Informer*](https://en.wikipedia.org/wiki/Game_Informer)*.*[*Archived*](https://archive.today/20210306200314/https:/www.gameinformer.com/2021/02/15/how-mass-effect-legendary-edition-makes-boss-fights-more-effective)*from the original on March 6, 2021. Retrieved March 6, 2021.*
  11. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-gimako_12-0) *Ruppert, Liana (February 2, 2021).*[*"Mass Effect Legendary Edition Mako Changes, What's Different"*](https://www.gameinformer.com/2021/02/02/mass-effect-legendary-edition-mako-changes-whats-different)*.*[*Game Informer*](https://en.wikipedia.org/wiki/Game_Informer)*.*[*Archived*](https://archive.today/20210207163658/https:/www.gameinformer.com/2021/02/02/mass-effect-legendary-edition-mako-changes-whats-different)*from the original on February 7, 2021. Retrieved February 7, 2021.*
  12. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-elevators_13-0) *Ruppert, Liana (February 3, 2021).*[*"Mass Effect Legendary Edition Changes Iconic Elevator Sequences"*](https://www.gameinformer.com/2021/02/03/mass-effect-legendary-edition-changes-iconic-elevator-sequences)*.*[*Game Informer*](https://en.wikipedia.org/wiki/Game_Informer)*.*[*Archived*](https://archive.today/20210207163157/https:/www.gameinformer.com/2021/02/03/mass-effect-legendary-edition-changes-iconic-elevator-sequences)*from the original on February 7, 2021. Retrieved February 7, 2021.*
  13. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-14) [*"Mass Effect Legendary Edition"*](https://www.ea.com/games/mass-effect/mass-effect-legendary-edition)*. Mass Effect Legendary Edition Official Website.*[*Archived*](https://archive.today/20210206024812/https:/www.ea.com/games/mass-effect/mass-effect-legendary-edition)*from the original on February 6, 2021. Retrieved August 15, 2021.*
  14. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-pcinvasion_15-0) *PC Invasion (November 7, 2014).*[*"Mass Effect 'N7 Day' stream teased, remastered trilogy hints persist"*](https://www.pcinvasion.com/mass-effect-n7-day-stream-teased-remastered-trilogy-hints-persist/)*. PC Invasion.*[*Archived*](https://archive.today/20210115221147/https:/www.pcinvasion.com/mass-effect-n7-day-stream-teased-remastered-trilogy-hints-persist/)*from the original on January 15, 2021. Retrieved January 15, 2021.*
  15. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-eurog_date_announce_16-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-eurog_date_announce_16-1) [***c***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-eurog_date_announce_16-2) [***d***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-eurog_date_announce_16-3) *Phillips, Tom (February 2, 2021).*[*"Mass Effect returns: BioWare talks trilogy tweaks and franchise revival"*](https://www.eurogamer.net/articles/2021-02-02-mass-effect-returns-bioware-talks-trilogy-tweaks-and-franchise-revival)*. [Eurogamer](https://en.wikipedia.org/wiki/Eurogamer" \o "Eurogamer).*[*Archived*](https://archive.today/20210202170147/https:/www.eurogamer.net/articles/2021-02-02-mass-effect-returns-bioware-talks-trilogy-tweaks-and-franchise-revival)*from the original on February 2, 2021. Retrieved February 2, 2021.*
  16. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-17) [*"Our Games"*](https://blindsquirrelentertainment.com/games-3/)*. Blind Squirrel Games Official Website. Retrieved February 7, 2021.*
  17. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-ign_impressions_18-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-ign_impressions_18-1) *Bailey, Kat (February 2, 2021).*[*"Mass Effect: Legendary Edition First Impressions: Less Than a Remake, but Much More Than a Basic Remaster"*](https://www.ign.com/articles/mass-effect-legendary-edition-first-impressions-less-than-a-remake-but-much-more-than-a-basic-remaster)*.*[*IGN*](https://en.wikipedia.org/wiki/IGN)*.*[*Archived*](https://archive.today/20210203154633/https:/www.ign.com/articles/mass-effect-legendary-edition-first-impressions-less-than-a-remake-but-much-more-than-a-basic-remaster)*from the original on February 3, 2021. Retrieved February 3, 2021.*
  18. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-19) [*"Why Mass Effect: Legendary Edition Doesn't Use Unreal Engine 4"*](https://www.gamespot.com/articles/why-mass-effect-legendary-edition-doesnt-use-unreal-engine-4/1100-6487003/)*. GameSpot. 3 February 2021.*
  19. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-20) [*"Mass Effect: Legendary Edition uses Unreal Engine 3 for good reason according to the developers"*](https://www.gamesradar.com/mass-effect-legendary-edition-uses-unreal-engine-3-for-good-reason-according-to-the-developers/)*. GamesRadar+. 4 February 2021.*
  20. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-gi_remaster_remake_21-0) *Wallace, Kimberley (February 5, 2021).*[*"Why Mass Effect Legendary Edition Is A Remaster (Not A Remake)"*](https://www.gameinformer.com/2021/02/05/why-mass-effect-legendary-edition-is-a-remaster-not-a-remake)*.*[*Game Informer*](https://en.wikipedia.org/wiki/Game_Informer)*.*[*Archived*](https://archive.today/20210207190208/https:/www.gameinformer.com/2021/02/05/why-mass-effect-legendary-edition-is-a-remaster-not-a-remake)*from the original on February 7, 2021. Retrieved February 7, 2021.*
  21. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-22) *Ruppert, Liana (February 2, 2021).*[*"BioWare Explains Why It Didn't Bring Back Mass Effect 3 Multiplayer In Legendary Edition"*](https://www.gameinformer.com/2021/02/02/bioware-explains-why-it-didnt-bring-back-mass-effect-3-multiplayer-in-legendary-edition)*.*[*Game Informer*](https://en.wikipedia.org/wiki/Game_Informer)*.*[*Archived*](https://archive.today/20210207184054/https:/www.gameinformer.com/2021/02/02/bioware-explains-why-it-didnt-bring-back-mass-effect-3-multiplayer-in-legendary-edition)*from the original on February 7, 2021. Retrieved February 4, 2021.*
  22. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-23) *Ruppert, Liana (February 2, 2021).*[*"BioWare Explains Pinnacle Station DLC Exclusion From Mass Effect Legendary Edition, "Heartbreaking""*](https://www.gameinformer.com/2021/02/02/bioware-explains-pinnacle-station-dlc-exclusion-from-mass-effect-legendary-edition)*.*[*Game Informer*](https://en.wikipedia.org/wiki/Game_Informer)*.*[*Archived*](https://archive.today/20210207013235/https:/www.gameinformer.com/2021/02/02/bioware-explains-pinnacle-station-dlc-exclusion-from-mass-effect-legendary-edition)*from the original on February 7, 2021. Retrieved February 2, 2021.*
  23. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-24) *Grubb, Jeff (2 February 2021).*[*"BioWare used AI upscaling to remaster Mass Effect's original textures"*](https://venturebeat.com/2021/02/02/bioware-used-ai-upscaling-to-remaster-mass-effects-original-textures/)*. [GamesBeat](https://en.wikipedia.org/wiki/GamesBeat" \o "GamesBeat). [VentureBeat](https://en.wikipedia.org/wiki/VentureBeat" \o "VentureBeat).*[*Archived*](https://archive.today/20210207192032/https:/venturebeat.com/2021/02/02/bioware-used-ai-upscaling-to-remaster-mass-effects-original-textures/)*from the original on February 7, 2021. Retrieved February 7, 2021.*
  24. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-25) [*"Visual Improvements"*](https://www.ea.com/games/mass-effect/mass-effect-legendary-edition/news/visual-improvements)*. Mass Effect Legendary Edition Official Website.*[*Electronic Arts*](https://en.wikipedia.org/wiki/Electronic_Arts)*.*[*Archived*](https://archive.today/20211003174916/https:/www.ea.com/games/mass-effect/mass-effect-legendary-edition/news/visual-improvements)*from the original on October 3, 2021. Retrieved October 3, 2021.*
  25. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-Censorship_26-0) *Tamburro, Paul (February 9, 2021).*[*"BioWare 'censors' Mass Effect Legendary Edition butt shots and gamers are mad"*](https://www.gamerevolution.com/features/673736-bioware-censors-mass-effect-legendary-edition)*.*[*Game Revolution*](https://en.wikipedia.org/wiki/Game_Revolution)*.*[*Archived*](https://archive.today/20210209201028/https:/www.gamerevolution.com/features/673736-bioware-censors-mass-effect-legendary-edition)*from the original on February 9, 2021. Retrieved February 19, 2021.*
  26. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-27) *Gurwin, Gabe (April 10, 2021).*[*"Mass Effect Legendary Edition Has Gone Gold Ahead Of May 14 Launch"*](https://www.gamespot.com/articles/mass-effect-legendary-edition-has-gone-gold-ahead-of-may-14-launch/1100-6490007/)*. [GameSpot](https://en.wikipedia.org/wiki/GameSpot" \o "GameSpot).*[*Archived*](https://archive.today/20210410162446/https:/www.gamespot.com/articles/mass-effect-legendary-edition-has-gone-gold-ahead-of-may-14-launch/1100-6490007/)*from the original on April 10, 2021. Retrieved April 10, 2021.*
  27. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-28) *Valentine, Rebekah (February 2, 2021).*[*"Why Mass Effect Legendary Edition Won't Come to PS5 and Xbox Series X"*](https://www.ign.com/articles/why-mass-effect-legendary-edition-wont-come-to-ps5-and-xbox-series-x)*.*[*IGN*](https://en.wikipedia.org/wiki/IGN)*.*[*Archived*](https://archive.today/20210207185016/https:/www.ign.com/articles/why-mass-effect-legendary-edition-wont-come-to-ps5-and-xbox-series-x)*from the original on February 7, 2021. Retrieved February 3, 2021.*
  28. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-MCPC_29-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-MCPC_29-1) [*"Mass Effect Legendary Edition for PC Reviews"*](https://www.metacritic.com/game/pc/mass-effect-legendary-edition/critic-reviews)*. [Metacritic](https://en.wikipedia.org/wiki/Metacritic" \o "Metacritic). Retrieved May 14, 2021.*
  29. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-MCPS_30-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-MCPS_30-1) [*"Mass Effect Legendary Edition for Playstation 4 Reviews"*](https://www.metacritic.com/game/playstation-4/mass-effect-legendary-edition/critic-reviews)*. [Metacritic](https://en.wikipedia.org/wiki/Metacritic" \o "Metacritic). Retrieved May 14, 2021.*
  30. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-MCX_31-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-MCX_31-1) [*"Mass Effect Legendary Edition for Xbox One Reviews"*](https://www.metacritic.com/game/xbox-one/mass-effect-legendary-edition/critic-reviews)*. [Metacritic](https://en.wikipedia.org/wiki/Metacritic" \o "Metacritic). Retrieved May 14, 2021.*
  31. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-GR+Review_32-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-GR+Review_32-1) *Mercante, Alyssa (May 21, 2021).*[*"Mass Effect Legendary Edition Review: "The Only Way to Play an Unmissable Series""*](https://www.gamesradar.com/mass-effect-legendary-edition-review/)*. [GamesRadar+](https://en.wikipedia.org/wiki/GamesRadar%2B" \o "GamesRadar+).*[*Archived*](https://archive.today/20210524001650/https:/www.gamesradar.com/mass-effect-legendary-edition-review/)*from the original on May 24, 2021. Retrieved May 22, 2021.*
  32. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-GSpotReview_33-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-GSpotReview_33-1) *Ramée, Jordan (May 25, 2021).*[*"Mass Effect: Legendary Edition Review"*](https://www.gamespot.com/reviews/mass-effect-legendary-edition-review/1900-6417679/)*. [GameSpot](https://en.wikipedia.org/wiki/GameSpot" \o "GameSpot).*[*Archived*](https://archive.today/20210529182836/https:/www.gamespot.com/reviews/mass-effect-legendary-edition-review/1900-6417679/)*from the original on May 29, 2021. Retrieved May 29, 2021.*
  33. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-34) *Stapleton, Dan (12 September 2021).*[*"Mass Effect Legendary Edition Review Part 1: Mass Effect"*](https://www.ign.com/articles/mass-effect-legendary-edition-review-part-1-mass-effect)*.*[*IGN*](https://en.wikipedia.org/wiki/IGN)*.*[*Archived*](https://archive.today/20210524002339/https:/www.ign.com/articles/mass-effect-legendary-edition-review-part-1-mass-effect)*from the original on 24 May 2021. Retrieved 12 September 2021.*
  34. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-IGNRev2_35-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-IGNRev2_35-1) *Stapleton, Dan (12 September 2021).*[*"Mass Effect Legendary Edition Review Part 2: Mass Effect 2"*](https://www.ign.com/articles/mass-effect-legendary-edition-review-mass-effect-2-review)*.*[*IGN*](https://en.wikipedia.org/wiki/IGN)*.*[*Archived*](https://archive.today/20210926174442/https:/www.ign.com/articles/mass-effect-legendary-edition-review-mass-effect-2-review)*from the original on 26 September 2021. Retrieved 12 September 2021.*
  35. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-36) *Stapleton, Dan (November 6, 2021).*[*"Mass Effect Legendary Edition Review Part 3: Mass Effect 3"*](https://www.ign.com/articles/mass-effect-3-legendary-edition-review)*.*[*IGN*](https://en.wikipedia.org/wiki/IGN)*.*[*Archived*](https://archive.today/rVMa9)*from the original on November 20, 2021. Retrieved November 20, 2021.*
  36. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-PCGamerReview_37-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-PCGamerReview_37-1) *Macgregor, Jody (May 18, 2021).*[*"Mass Effect 1 Legendary Edition Review"*](https://www.pcgamer.com/mass-effect-1-legendary-edition-review/)*.*[*PC Gamer*](https://en.wikipedia.org/wiki/PC_Gamer)*.*[*Archived*](https://archive.today/20210524002627/https:/www.pcgamer.com/mass-effect-1-legendary-edition-review/)*from the original on May 24, 2021. Retrieved May 22, 2021.*
  37. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-38) [*"Mass Effect Legendary Edition Review | Aces high"*](https://rpgamer.com/review/mass-effect-legendary-edition-review/)*. RPGamer. 12 September 2021.*[*Archived*](https://archive.today/20210926174643/https:/rpgamer.com/review/mass-effect-legendary-edition-review/)*from the original on 26 September 2021. Retrieved 12 September 2021.*
  38. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-DestRev_39-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-DestRev_39-1) *Van Allen, Eric (12 September 2021).*[*"Review: Mass Effect Legendary Edition"*](https://www.destructoid.com/reviews/mass-effect-legendary-edition-review/)*. [Destructoid](https://en.wikipedia.org/wiki/Destructoid" \o "Destructoid).*[*Archived*](https://archive.today/20210926174823/https:/www.destructoid.com/reviews/mass-effect-legendary-edition-review/)*from the original on 26 September 2021. Retrieved 12 September 2021.*
  39. ^ [Jump up to:***a***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-PSReview_40-0) [***b***](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-PSReview_40-1) [*"Mass Effect Legendary Edition Review (PS4) | Aces high"*](https://www.pushsquare.com/reviews/ps4/mass_effect_legendary_edition)*.*[*Push Square*](https://en.wikipedia.org/wiki/Push_Square)*. 12 September 2021.*[*Archived*](https://archive.today/20210926175616/https:/www.pushsquare.com/reviews/ps4/mass_effect_legendary_edition)*from the original on 26 September 2021. Retrieved 12 September 2021.*
  40. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-GamingBolt_41-0) *Parijat, Shubhankar (May 18, 2021).*[*"Mass Effect: Legendary Edition Review – Favourite Trilogy on the Citadel"*](https://gamingbolt.com/mass-effect-legendary-edition-review-favourite-trilogy-on-the-citadel)*. GamingBolt.*[*Archived*](https://archive.today/20210817233653/https:/gamingbolt.com/mass-effect-legendary-edition-review-favourite-trilogy-on-the-citadel)*from the original on August 17, 2021. Retrieved August 17, 2021.*
  41. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-42) *Donaldson, Alex (May 13, 2021).*[*"The Mass Effect Remaster in Legendary Edition is excellent, but showy visuals overshadow some of the original's mood and tone"*](https://www.vg247.com/2021/05/13/mass-effect-remaster-legendary-edition-graphics-lighting/)*.*[*VG247*](https://en.wikipedia.org/wiki/VG247)*.*[*Archived*](https://archive.today/20210529183135/https:/www.vg247.com/2021/05/13/mass-effect-remaster-legendary-edition-graphics-lighting/)*from the original on May 29, 2021. Retrieved May 22, 2021.*
  42. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-43) *Jhaan, Elker (May 14, 2021).*[*"I've already played the trilogy. Should I buy 'Mass Effect Legendary Edition'?"*](https://www.washingtonpost.com/video-games/reviews/mass-effect-legendary-edition-review/)*.*[*The Washington Post*](https://en.wikipedia.org/wiki/The_Washington_Post)*.*[*Archived*](https://archive.today/20210515010956/https:/www.washingtonpost.com/video-games/reviews/mass-effect-legendary-edition-review/)*from the original on May 15, 2021. Retrieved May 22, 2021.*
  43. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-44) *Morgan, Thomas (May 17, 2021).*[*"Mass Effect Legendary Edition: PS5, Xbox Series X and Series S tested"*](https://www.eurogamer.net/articles/digitalfoundry-2021-mass-effect-legendary-edition-tested-on-next-gen-consoles)*. [Eurogamer](https://en.wikipedia.org/wiki/Eurogamer" \o "Eurogamer).*[*Archived*](https://archive.today/20210529183505/https:/www.eurogamer.net/articles/digitalfoundry-2021-mass-effect-legendary-edition-tested-on-next-gen-consoles)*from the original on May 29, 2021. Retrieved May 22, 2021.*
  44. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-45) *Thomas, Ryan (May 18, 2021).*[*"Mass Effect: Legendary Edition Claims Top UK Boxed Sales Spot at Launch"*](https://gamerant.com/mass-effect-legendary-edition-claims-top-uk-boxed-sales-spot-launch/)*. Game Rant.*[*Archived*](https://archive.today/20210628225046/https:/gamerant.com/mass-effect-legendary-edition-claims-top-uk-boxed-sales-spot-launch/)*from the original on June 28, 2021. Retrieved June 3, 2021.*
  45. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-46) [*"Mass Effect Legendary Edition PC has Highest Steam Concurrent Player Count To Date For a Bioware Title"*](https://wccftech.com/mass-effect-legendary-edition-pc-highest-concurrent-player-count/)*. Wccftech. May 18, 2021.*[*Archived*](https://archive.today/20210621231508/https:/wccftech.com/mass-effect-legendary-edition-pc-highest-concurrent-player-count/)*from the original on June 21, 2021. Retrieved June 3, 2021.*
  46. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-47) *Massongill, Justin (June 8, 2021).*[*"PlayStation Store: May 2021's Top Downloads"*](https://blog.playstation.com/2021/06/08/playstation-store-may-2021s-top-downloads/)*.*[*PlayStation*](https://en.wikipedia.org/wiki/PlayStation)*.*[*Archived*](https://archive.today/20210926172839/https:/blog.playstation.com/2021/06/08/playstation-store-may-2021s-top-downloads/)*from the original on September 26, 2021. Retrieved September 26, 2021.*
  47. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-48) *Grubb, Jeff (August 4, 2021).*[*"Mass Effect: Legendary Edition outperformed expectations"*](https://venturebeat.com/2021/08/04/mass-effect-legendary-edition-outperformed-expectations/)*. [GamesBeat](https://en.wikipedia.org/wiki/GamesBeat" \o "GamesBeat). [VentureBeat](https://en.wikipedia.org/wiki/VentureBeat" \o "VentureBeat).*[*Archived*](https://archive.today/20210815152405/https:/venturebeat.com/2021/08/04/mass-effect-legendary-edition-outperformed-expectations/)*from the original on August 15, 2021. Retrieved August 15, 2021.*
  48. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-49) *Bankhurst, Adam (December 31, 2021).*[*"Steam Reveals Its Best-Selling and Most Played Games of 2021"*](https://www.ign.com/articles/steam-reveals-its-best-selling-and-most-played-games-of-2021)*.*[*IGN*](https://en.wikipedia.org/wiki/IGN)*.*[*Archived*](https://archive.today/20220101210507/https:/www.ign.com/articles/steam-reveals-its-best-selling-and-most-played-games-of-2021)*from the original on January 1, 2022. Retrieved January 1, 2022.*
  49. [**^**](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition#cite_ref-50) *Grubb, Jeff (January 18, 2022).*[*"NPD: The top 20 best-selling games of 2021 in the U.S."*](https://venturebeat.com/2022/01/18/npd-the-top-20-best-selling-games-of-2021-in-the-u-s/)*[GamesBeat](https://en.wikipedia.org/wiki/GamesBeat" \o "GamesBeat).*[*Archived*](https://archive.today/Fxv5l)*from the original on January 18, 2022. Retrieved January 18, 2022.*

External links[[edit](https://en.wikipedia.org/w/index.php?title=Mass_Effect_Legendary_Edition&action=edit&section=8)]

* [Official website](https://www.ea.com/games/mass-effect/mass-effect-legendary-edition) [Edit this at Wikidata](https://www.wikidata.org/wiki/Q101246186#P856)

|  |  |  |
| --- | --- | --- |
| hide   * [v](https://en.wikipedia.org/wiki/Template:Mass_Effect) * [t](https://en.wikipedia.org/wiki/Template_talk:Mass_Effect) * [e](https://en.wikipedia.org/w/index.php?title=Template:Mass_Effect&action=edit)   [***Mass Effect***](https://en.wikipedia.org/wiki/Mass_Effect) | | |
| * [Electronic Arts](https://en.wikipedia.org/wiki/Electronic_Arts) * [BioWare](https://en.wikipedia.org/wiki/BioWare) | | |
| [**Media**](https://en.wikipedia.org/wiki/List_of_Mass_Effect_media) | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Video games** | |  |  | | --- | --- | | * [*Mass Effect*](https://en.wikipedia.org/wiki/Mass_Effect_(video_game))   + [*Pinnacle Station*](https://en.wikipedia.org/wiki/Mass_Effect:_Pinnacle_Station) * [*Mass Effect 2*](https://en.wikipedia.org/wiki/Mass_Effect_2)   + [Downloadable content](https://en.wikipedia.org/wiki/List_of_Mass_Effect_2_downloadable_content)     - [*Kasumi – Stolen Memory*](https://en.wikipedia.org/wiki/Mass_Effect_2:_Kasumi_%E2%80%93_Stolen_Memory)     - [*Overlord*](https://en.wikipedia.org/wiki/Mass_Effect_2:_Overlord)     - [*Lair of the Shadow Broker*](https://en.wikipedia.org/wiki/Mass_Effect_2:_Lair_of_the_Shadow_Broker)     - [*Arrival*](https://en.wikipedia.org/wiki/Mass_Effect_2:_Arrival) * [*Mass Effect 3*](https://en.wikipedia.org/wiki/Mass_Effect_3)   + [Controversies](https://en.wikipedia.org/wiki/Controversies_surrounding_Mass_Effect_3)   + [Downloadable content](https://en.wikipedia.org/wiki/List_of_Mass_Effect_3_downloadable_content)     - [*From Ashes*](https://en.wikipedia.org/wiki/Mass_Effect_3:_From_Ashes)     - [*Leviathan*](https://en.wikipedia.org/wiki/Mass_Effect_3:_Leviathan)     - [*Omega*](https://en.wikipedia.org/wiki/Mass_Effect_3:_Omega)     - [*Citadel*](https://en.wikipedia.org/wiki/Mass_Effect_3:_Citadel) * [*Andromeda*](https://en.wikipedia.org/wiki/Mass_Effect:_Andromeda) | | | **Other** | * [*Mass Effect Galaxy*](https://en.wikipedia.org/wiki/Mass_Effect_Galaxy) * [*Mass Effect Infiltrator*](https://en.wikipedia.org/wiki/Mass_Effect_Infiltrator) * *Mass Effect Legendary Edition* | | | **Print** | * [*Revelation*](https://en.wikipedia.org/wiki/Mass_Effect:_Revelation) * [*Ascension*](https://en.wikipedia.org/wiki/Mass_Effect:_Ascension) * [*Redemption*](https://en.wikipedia.org/wiki/Mass_Effect:_Redemption) * [*Retribution*](https://en.wikipedia.org/wiki/Mass_Effect:_Retribution) * [*Deception*](https://en.wikipedia.org/wiki/Mass_Effect:_Deception) * [*Foundation*](https://en.wikipedia.org/wiki/Mass_Effect:_Foundation) * [*Andromeda* (book series)](https://en.wikipedia.org/wiki/Mass_Effect:_Andromeda_(book_series)) | | **Other media** | * [*Paragon Lost*](https://en.wikipedia.org/wiki/Mass_Effect:_Paragon_Lost) * [*New Earth*](https://en.wikipedia.org/wiki/Mass_Effect:_New_Earth) | | [Mass Effect logo.png](https://en.wikipedia.org/wiki/File:Mass_Effect_logo.png) |
| [**Universe**](https://en.wikipedia.org/wiki/Universe_of_Mass_Effect) | |  |  | | --- | --- | | [**Characters**](https://en.wikipedia.org/wiki/List_of_Mass_Effect_characters) | * [Commander Shepard](https://en.wikipedia.org/wiki/Commander_Shepard) * [Joker](https://en.wikipedia.org/wiki/Joker_(Mass_Effect)) * [Kaidan Alenko](https://en.wikipedia.org/wiki/Kaidan_Alenko) * [Ashley Williams](https://en.wikipedia.org/wiki/Ashley_Williams_(Mass_Effect)) * [Garrus Vakarian](https://en.wikipedia.org/wiki/Garrus_Vakarian) * [Urdnot Wrex](https://en.wikipedia.org/wiki/Urdnot_Wrex) * [Tali'Zorah](https://en.wikipedia.org/wiki/Tali%27Zorah) * [Liara T'Soni](https://en.wikipedia.org/wiki/Liara_T%27Soni) * [The Illusive Man](https://en.wikipedia.org/wiki/Illusive_Man) * [Miranda Lawson](https://en.wikipedia.org/wiki/Miranda_Lawson) * [Mordin Solus](https://en.wikipedia.org/wiki/Mordin_Solus) * [Jack](https://en.wikipedia.org/wiki/Jack_(Mass_Effect)) * [Samara](https://en.wikipedia.org/wiki/Samara_(Mass_Effect)) * [Thane Krios](https://en.wikipedia.org/wiki/Thane_Krios) * [Legion](https://en.wikipedia.org/wiki/Legion_(Mass_Effect)) * [James Vega](https://en.wikipedia.org/wiki/James_Vega) * [Steve Cortez](https://en.wikipedia.org/wiki/Steve_Cortez) | | **Races** | * [Asari](https://en.wikipedia.org/wiki/Asari_(Mass_Effect)) * [Krogan](https://en.wikipedia.org/wiki/Krogan) * [Quarian](https://en.wikipedia.org/wiki/Quarian) * [Reapers](https://en.wikipedia.org/wiki/Reapers_(Mass_Effect)) * [Turian](https://en.wikipedia.org/wiki/Turian_(Mass_Effect)) | | **Technology** | * [The Citadel](https://en.wikipedia.org/wiki/Citadel_(Mass_Effect)) * [M35 Mako](https://en.wikipedia.org/wiki/Mako_(Mass_Effect)) * [The *Normandy*](https://en.wikipedia.org/wiki/Normandy_(Mass_Effect)) | |
| **Related** | * [Manveer Heir](https://en.wikipedia.org/wiki/Manveer_Heir) * [Casey Hudson](https://en.wikipedia.org/wiki/Casey_Hudson) * [Drew Karpyshyn](https://en.wikipedia.org/wiki/Drew_Karpyshyn) * [Patrick Weekes](https://en.wikipedia.org/wiki/Patrick_Weekes) |
| * https://upload.wikimedia.org/wikipedia/en/thumb/9/96/Symbol_category_class.svg/16px-Symbol_category_class.svg.png [Category](https://en.wikipedia.org/wiki/Category:Mass_Effect" \o "Category:Mass Effect) | | |

[Categories](https://en.wikipedia.org/wiki/Help:Category):

* [2021 video games](https://en.wikipedia.org/wiki/Category:2021_video_games)
* [Action role-playing video games](https://en.wikipedia.org/wiki/Category:Action_role-playing_video_games)
* [BioWare games](https://en.wikipedia.org/wiki/Category:BioWare_games)
* [Electronic Arts games](https://en.wikipedia.org/wiki/Category:Electronic_Arts_games)
* [Electronic Arts video game compilations](https://en.wikipedia.org/wiki/Category:Electronic_Arts_video_game_compilations)
* [Mass Effect video games](https://en.wikipedia.org/wiki/Category:Mass_Effect_video_games)
* [PlayStation 4 games](https://en.wikipedia.org/wiki/Category:PlayStation_4_games)
* [Xbox One games](https://en.wikipedia.org/wiki/Category:Xbox_One_games)
* [LGBT-related video games](https://en.wikipedia.org/wiki/Category:LGBT-related_video_games)
* [Science fiction video games](https://en.wikipedia.org/wiki/Category:Science_fiction_video_games)
* [Space opera video games](https://en.wikipedia.org/wiki/Category:Space_opera_video_games)
* [Unreal Engine games](https://en.wikipedia.org/wiki/Category:Unreal_Engine_games)
* [Video games developed in Canada](https://en.wikipedia.org/wiki/Category:Video_games_developed_in_Canada)
* [Video game remasters](https://en.wikipedia.org/wiki/Category:Video_game_remasters)
* [Video games set in the 22nd century](https://en.wikipedia.org/wiki/Category:Video_games_set_in_the_22nd_century)
* [Windows games](https://en.wikipedia.org/wiki/Category:Windows_games)

Navigation menu

* Not logged in
* [Talk](https://en.wikipedia.org/wiki/Special:MyTalk)
* [Contributions](https://en.wikipedia.org/wiki/Special:MyContributions)
* [Create account](https://en.wikipedia.org/w/index.php?title=Special:CreateAccount&returnto=Mass+Effect+Legendary+Edition)
* [Log in](https://en.wikipedia.org/w/index.php?title=Special:UserLogin&returnto=Mass+Effect+Legendary+Edition)
* [Article](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition)
* [Talk](https://en.wikipedia.org/wiki/Talk:Mass_Effect_Legendary_Edition)
* [Read](https://en.wikipedia.org/wiki/Mass_Effect_Legendary_Edition)
* [Edit](https://en.wikipedia.org/w/index.php?title=Mass_Effect_Legendary_Edition&action=edit)
* [View history](https://en.wikipedia.org/w/index.php?title=Mass_Effect_Legendary_Edition&action=history)

Principio del formulario



Final del formulario

* [Main page](https://en.wikipedia.org/wiki/Main_Page)
* [Contents](https://en.wikipedia.org/wiki/Wikipedia:Contents)
* [Current events](https://en.wikipedia.org/wiki/Portal:Current_events)
* [Random article](https://en.wikipedia.org/wiki/Special:Random)
* [About Wikipedia](https://en.wikipedia.org/wiki/Wikipedia:About)
* [Contact us](https://en.wikipedia.org/wiki/Wikipedia:Contact_us)
* [Donate](https://donate.wikimedia.org/wiki/Special:FundraiserRedirector?utm_source=donate&utm_medium=sidebar&utm_campaign=C13_en.wikipedia.org&uselang=en)

Contribute

* [Help](https://en.wikipedia.org/wiki/Help:Contents)
* [Learn to edit](https://en.wikipedia.org/wiki/Help:Introduction)
* [Community portal](https://en.wikipedia.org/wiki/Wikipedia:Community_portal)
* [Recent changes](https://en.wikipedia.org/wiki/Special:RecentChanges)
* [Upload file](https://en.wikipedia.org/wiki/Wikipedia:File_upload_wizard)

Tools

* [What links here](https://en.wikipedia.org/wiki/Special:WhatLinksHere/Mass_Effect_Legendary_Edition)
* [Related changes](https://en.wikipedia.org/wiki/Special:RecentChangesLinked/Mass_Effect_Legendary_Edition)
* [Special pages](https://en.wikipedia.org/wiki/Special:SpecialPages)
* [Permanent link](https://en.wikipedia.org/w/index.php?title=Mass_Effect_Legendary_Edition&oldid=1131892772)
* [Page information](https://en.wikipedia.org/w/index.php?title=Mass_Effect_Legendary_Edition&action=info)
* [Cite this page](https://en.wikipedia.org/w/index.php?title=Special:CiteThisPage&page=Mass_Effect_Legendary_Edition&id=1131892772&wpFormIdentifier=titleform)
* [Wikidata item](https://www.wikidata.org/wiki/Special:EntityPage/Q101246186)

Print/export

* [Download as PDF](https://en.wikipedia.org/w/index.php?title=Special:DownloadAsPdf&page=Mass_Effect_Legendary_Edition&action=show-download-screen)
* [Printable version](https://en.wikipedia.org/w/index.php?title=Mass_Effect_Legendary_Edition&printable=yes)

In other projects

* [Wikimedia Commons](https://commons.wikimedia.org/wiki/Category:Mass_Effect_Legendary_Edition)

Languages

* [Deutsch](https://de.wikipedia.org/wiki/Mass_Effect:_Legendary_Edition)
* [فارسی](https://fa.wikipedia.org/wiki/%D8%AA%D8%A3%D8%AB%DB%8C%D8%B1_%D9%81%D8%B1%D8%A7%DA%AF%DB%8C%D8%B1:_%D9%86%D8%B3%D8%AE%D9%87_%D8%A7%D8%B3%D8%A7%D8%B7%DB%8C%D8%B1)
* [Français](https://fr.wikipedia.org/wiki/Mass_Effect:_%C3%89dition_L%C3%A9gendaire)
* [Italiano](https://it.wikipedia.org/wiki/Mass_Effect_Legendary_Edition)
* [Polski](https://pl.wikipedia.org/wiki/Mass_Effect:_Edycja_legendarna)
* [Português](https://pt.wikipedia.org/wiki/Mass_Effect:_Legendary_Edition)
* [Română](https://ro.wikipedia.org/wiki/Mass_Effect:_Edi%C8%9Bia_Legendar%C4%83)
* [Русский](https://ru.wikipedia.org/wiki/Mass_Effect:_Legendary_Edition)
* [中文](https://zh.wikipedia.org/wiki/%E8%B4%A8%E9%87%8F%E6%95%88%E5%BA%94_%E4%BC%A0%E5%A5%87%E7%89%88)

[Edit links](https://www.wikidata.org/wiki/Special:EntityPage/Q101246186#sitelinks-wikipedia)

* This page was last edited on 6 January 2023, at 07:53 (UTC).
* Text is available under the [Creative Commons Attribution-ShareAlike License 3.0](https://en.wikipedia.org/wiki/Wikipedia:Text_of_the_Creative_Commons_Attribution-ShareAlike_3.0_Unported_License); additional terms may apply. By using this site, you agree to the [Terms of Use](https://foundation.wikimedia.org/wiki/Terms_of_Use) and [Privacy Policy](https://foundation.wikimedia.org/wiki/Privacy_policy). Wikipedia® is a registered trademark of the [Wikimedia Foundation, Inc.](https://www.wikimediafoundation.org/), a non-profit organization.