

= Mass Effect 2 : Overlord =

Mass Effect 2 : Overlord is a downloadable content pack developed by BioWare and published by Electronic Arts for the action role @-@ playing video game Mass Effect 2 . It was released on June 15 , 2010 for Microsoft Windows and Xbox 360 . The pack is included in the PlayStation 3 version of Mass Effect 2 , which was released on January 18 , 2011 . Overlord introduces a new series of missions in which the player assumes the role of Commander Shepard , an elite human soldier who must stop an experimental virtual intelligence that has gone rogue . The player must traverse from one mission to another aboard a hovering vehicle .

Overlord was announced to be in development on May 13 , 2010 . BioWare wanted to focus on vehicle exploration , similar to that found in the original Mass Effect . The pack received positive reviews from critics , with an aggregate score of 81 out of 100 for the Xbox 360 version at Metacritic . Reviewers generally praised the story and vehicular sections , but some criticized the simplistic vehicular combat .

= = Gameplay = =

Mass Effect 2 is an action role @-@ playing game in which the player controls Commander Shepard . Shepard 's gender , appearance , history and combat @-@ training are determined by the player before the game begins . The game features a variety of quests that the player must complete in order to progress . These quests usually involve the player interacting with characters and fighting enemies in combat missions . During the missions , Shepard is assisted by two AI squad members that the player can indirectly control through orders . Combat takes place in real @-@ time , but the player can pause the action at any time to calmly target enemies and select different powers for the squad members to use . Upon completing a quest , the player is awarded with experience points . If a sufficient amount of experience is obtained , the player can develop powers for both Shepard and the members of the squad .

Mass Effect 2 : Overlord unfolds in a less linear manner than other assignments found in the game due to its focus on exploration . The pack introduces five new missions and some of them can be completed in a different order . The missions are located on a planet that the player must explore using a hovering vehicle called Hammerhead . Aboard the Hammerhead , the player may transition from one mission to another and gather items such as mineral resources used to research numerous in @-@ game upgrades . The Hammerhead has the ability to jump over obstacles to reach certain areas and is also armed with a gun that the player can use to destroy hostile targets over the planet . At certain points in the game , the player may also encounter mini @-@ bosses that must be defeated . Overlord also adds one armor upgrade and two achievements that are awarded for completing specific tasks . The first achievement is obtained by collecting numerous data packets that are scattered across the planet , while the second achievement is unlocked by completing Overlord .

= = Plot = =

In Mass Effect 2 : Overlord , elite human soldier Commander Shepard is sent on a mission to investigate an allied research base that has gone silent . The base is located on the surface of an Earth @-@ like planet called Aite . Upon arriving at the facility , Shepard is informed that an experimental virtual intelligence has gone rogue and is ordered to destroy an antenna inside a transmission dish before the virtual intelligence uploads a program off @-@ planet . Shepard successfully destroys the antenna and is then met by Dr. Gavin Archer , the scientist that is responsible for the situation . Archer explains that they were trying to gain influence over a hostile race of networked artificial intelligences called geth by interfacing a human mind with a virtual intelligence . In the process , the virtual intelligence overpowered the test subject 's mind , Archer 's brother David , and has evolved into a virus .

Although the virtual intelligence is kept in lockdown in another research station , Archers tells

Shepard that he / she needs to manually override security from two other facilities to gain access to it and shut it down . Once the station where the virtual intelligence is contained has been unlocked , Shepard proceeds to the main server room . Shepard eventually accesses a terminal to cut all access to the outside world , but in the process the virus infects Shepard 's cybernetic implants . Shepard awakens in a virtual reality and heads to the central core room , where they manage to defeat the virtual intelligence as it attempts to establish an upload link to the Normandy . Afterwards , the virtual reality goes away and David is shown in the core tied up to tubes in his arms and mouth , begging for help . Archer comes and argues for Shepard to keep the experiment going . Shepard is then given the option to either take David to a specialized academy or leave him at the station with his brother .

= = Development and release = =

Mass Effect 2 : Overlord was developed by BioWare and published by Electronic Arts . During development of Mass Effect 2 , Bioware stated that downloadable content was becoming a fundamental part of the company 's overall philosophy . The pack was announced to be in development on May 13 , 2010 . BioWare executive producer Casey Hudson stated that Overlord was the " biggest downloadable content pack yet " and confirmed that they would not introduce more squad members to the game like they did with previous packs . For the pack , the developers wanted to focus on exploration and vehicle platforming , similar to that found in Mass Effect 2 's earlier downloadable content pack Firewalker . Since vehicle exploration was a feature of the original Mass Effect , Hudson called Overlord " a throwback to how some of the exploration worked in [the previous game] . " The pack was released on June 15 , 2010 for Microsoft Windows and Xbox 360 . Like Mass Effect 2 's other downloadable content packs Kasumi - Stolen Memory and Lair of the Shadow Broker , Overlord is freely included in the PlayStation 3 version of the game , which was released on January 18 , 2011 . The soundtrack was composed by Christopher Lennertz .

= = Reception = =

Mass Effect 2 : Overlord received positive reviews from critics . Reviewer Erik Brudvig of IGN described Overlord as " one of the best series of missions that the franchise has yet seen . " Similarly , reviewer Dan Whitehead of Eurogamer opined that the pack " never lets one gameplay element dominate for too long , leavening the expected duck @-@ and @-@ cover combat with openworld exploration and a dash of environmental puzzling , all wrapped up in a story that builds to a satisfying and pathos @-@ heavy finale . " GameSpot 's Kevin VanOrd credited the on @-@ foot action , stating that " a few of the larger environments let you take on [enemies] from multiple angles , which are a nice change from the straight @-@ on encounters that typify most of Mass Effect 2 's battles . " He also praised the final boss battle , which was said to exceed that of the main game .

Critics generally praised the vehicular sections of the mission . Eurogamer felt that the Hammerhead " responds well to the terrain , with just the right mix of weight and bounciness . " IGN considered it an improvement over the Mako carrier featured in the original Mass Effect . Brad Gallaway of GameCritics , who gave the main game a mixed review , was satisfied with its inclusion and felt that BioWare " managed to incorporate all of the various aspects of Mass Effect together in a way [he] felt was largely lacking in the core adventure and the previous add @-@ ons . " Game Revolution 's Eduardo Reboucas stated similar pros , but admitted that jumping on platforms with the Hammerhead goes against the nature of the game . Likewise , VanOrd felt that the Hammerhead goes underutilized due to its exclusive use in the content . Some reviewers also criticized the simplistic vehicular combat , comparing it unfavorably with that of the original Mass Effect .

VanOrd gave high marks to the pack 's frightening atmosphere , stating that " haunting new music instills a palpable sense of tension , and the dark interior spaces provide a sinister contrast to the

shimmering waterfalls and scorching lava rivers on the planet 's surface . " The IGN review observed that the visuals and audio surpass many side quests of the main game . Critics also highlighted very positively the story . Eurogamer opined that the ending was effective and unexpected , while VanOrd remarked that the ending cutscene " features some uncomfortable images that will linger in your mind even after you 've returned to the [main game] . " Despite evaluating the pack 's short length , VanOrd concluded that Overlord " is one downloadable delight Mass Effect 2 fans shouldn 't miss . "