

# Andromeda a hit

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*Mass Effect Andromeda* was released on March 21, 2017, more than a year ago now, it's a lot cheaper than it was at its initial release and that's due to a couple of reasons, not all positive either.

The *Mass Effect* series is a juggernaut among the gaming industry – the fandom surrounding the franchise was huge and intense – the fans were rabid with in their passion for the series. The first three games, titled *Mass Effect 1*, *2* & *3* respectively, were not only a commercial success, but the games created a polarising community of *Mass Effect* super-fans. These fans would defend the series against any negativity in online comments

threads and created large chat websites and forums to discuss important aspects with other super-fans.

It's an understatement to say people loved the series, so you can imagine the fever pitch of excitement when *Mass Effect Andromeda* – the fourth game in the series – was released in March 2017. That excitement turned quickly to anger as the *Andromeda* previews were trickling out and players were getting their hands on the game.

I played the game around the time of launch and really enjoyed my time with it. I actually found it strange that the general consensus was negative. The game was introduced as another part of the *Mass Effect* series, and it had an awe-

some premise – the player (and all of its crew) are trying to settle a new galaxy, damn cool. What it made me realise though, I think that expectations were heavily impacting *Mass Effect Andromeda*, those expectations skewed perception of the games quality.

Now don't get me wrong, *Andromeda* wasn't as enjoyable or strong as any of the first three *Mass Effect* games. But it doesn't mean that it was bad game at all.

Like I said, I enjoyed my time with the game; Bioware, the Developer of the series (including *Andromeda*) are really good at making quality Role Playing Games with epic and incredibly well told narratives.

The decision making gives players a real ownership of the

story and game that engages people for further immersion. *Andromeda* still has all of that, it's just that it wasn't as good as the first three *Mass Effect*s.

What I'll say, is if you have none, or very little experience with the series, you can still enjoy *Mass Effect Andromeda*. It's a great game, it has deep systems and is highly entertaining. If you're a diehard fan, well you would have already made your mind up.

The game is well over a year old, so you can very likely find cheap copies of it anywhere, and if you do see it, I recommend picking it up.

It's good for gamers to be aware of not only quality games, it's great to be aware of games that are amazing and an appealing price tag.



Andromeda is worth

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