



## Mass Effect: Inquisition

*Mac Walters , Jean Diaz (Artist) , Michael Atiyeh (Colors) , Michael Heisler (Letters)*

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**Mass Effect: Inquisition** Mac Walters , Jean Diaz (Artist) , Michael Atiyeh (Colors) , Michael Heisler (Letters)

Mass Effect: Inquisition is an eight-page mini-comic that explores the character of Captain Bailey, a human security officer of the citadel. Originally published by Dark Horse as an exclusive online graphic novel available through the USA Today website.

### Mass Effect: Inquisition Details

Date : Published October 25th 2010 by Dark Horse Comics

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Author : Mac Walters , Jean Diaz (Artist) , Michael Atiyeh (Colors) , Michael Heisler (Letters)

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## From Reader Review Mass Effect: Inquisition for online ebook

### Samuel Rodríguez says

Otro mini-comic de 8 páginas. Trata sobre cómo Bailey llega al cargo de ejecutor.

No sé si tomarme en serio lo que en él se cuenta, ya que no recuerdo que en *Mass Effect* se dijese que los hechos fueron así. De todas formas, no aporta nada importante ni resulta entretenido. Además, el dibujo vuelve a ser un poco regularo.

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### Miranda Visser says

Gives a look at Commander Bailey's manipulation by Udina in his thirst for control.

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### This Is Not The Michael You're Looking For says

A mini-comic set in the Mass Effect universe, Inquisition gives a brief (and somewhat shallow) look at one of the background characters of the citadel who Shepherd occasionally interacts with. It's an ok story, but has little depth and really is more of a teaser for larger events (that presumably are revealed in other tales).

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### Phil Nicolle says

Short story, but very good. (SPOILERS) Tells the tale of how the Captain of the lower levels of citadel became the commander of C-SEC between ME2 and ME3, also shows the start of Udina's corruption.

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### Matthew McAlpine says

Has slightly more implications to the Mass Effect Universe than the previous short comic, Incursion, but still short, boring and pointless.

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### Vitor says

It was nice to read a comic focusing on Captain Bailey's perspective, because he's an interesting character in the Mass Effect games in a way. But I felt like this story could have been just a little bit longer in order to give it proper depth and development in terms of characters and such.

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## **Emelie says**

I liked this one better than the first in the series. Better emotions, fun to get deeper into ME, and known places you've been at.

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## **Dustin says**

Disappointing.

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