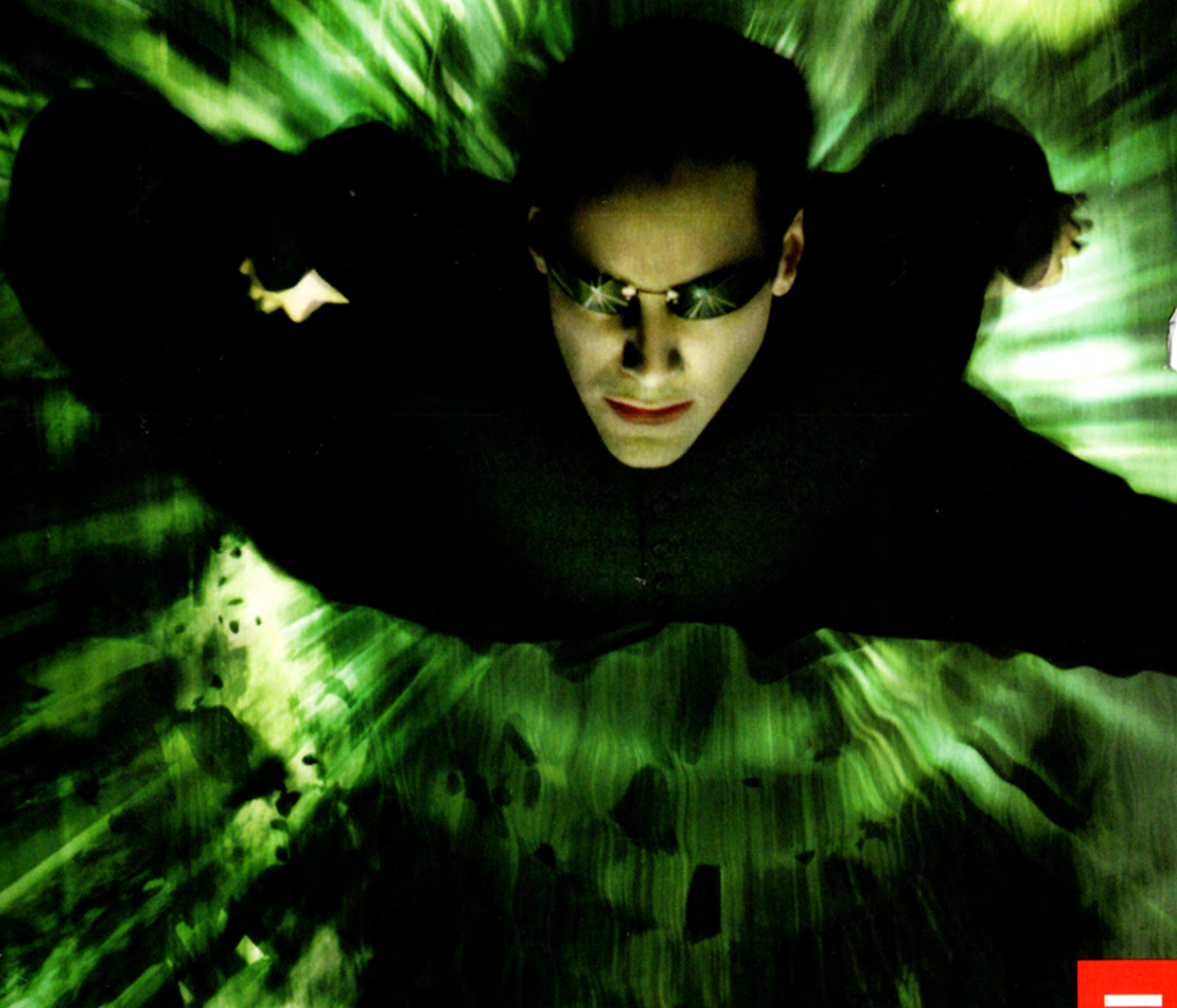


T H E
M A T R I X
P A T H O F N E O™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

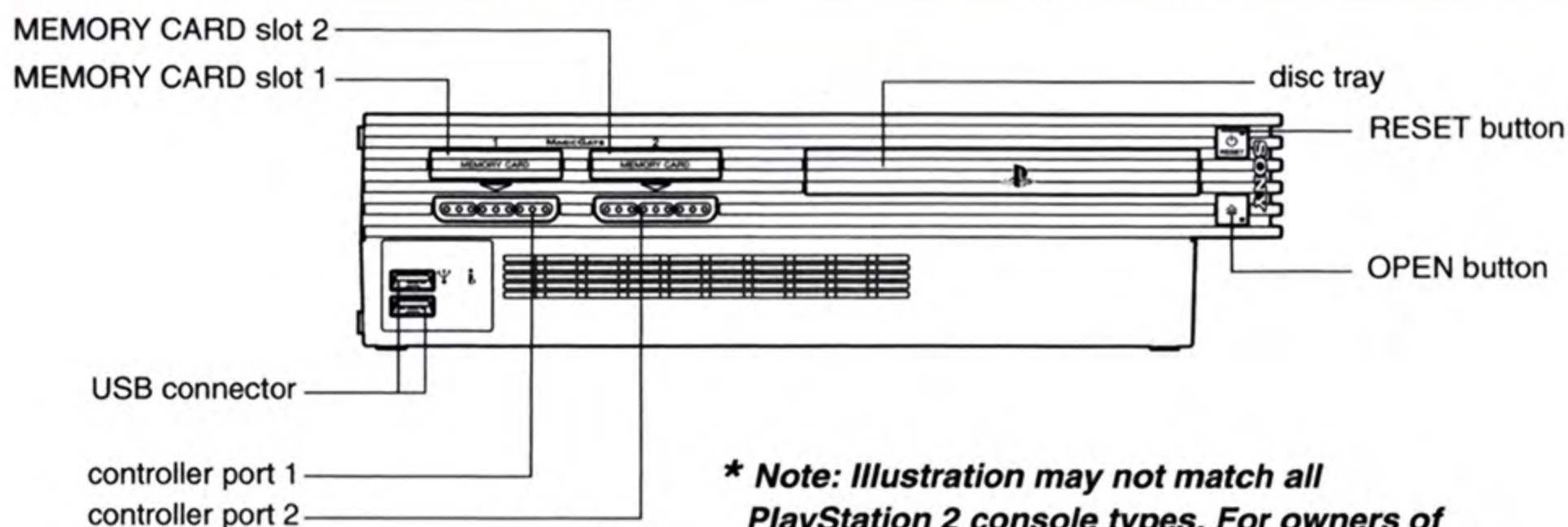
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- Do not bend it, crush it or submerge it in liquids.**
- Do not leave it in direct sunlight or near a radiator or other source of heat.**
- Be sure to take an occasional rest break during extended play.**
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**

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GETTING STARTED



*** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.**

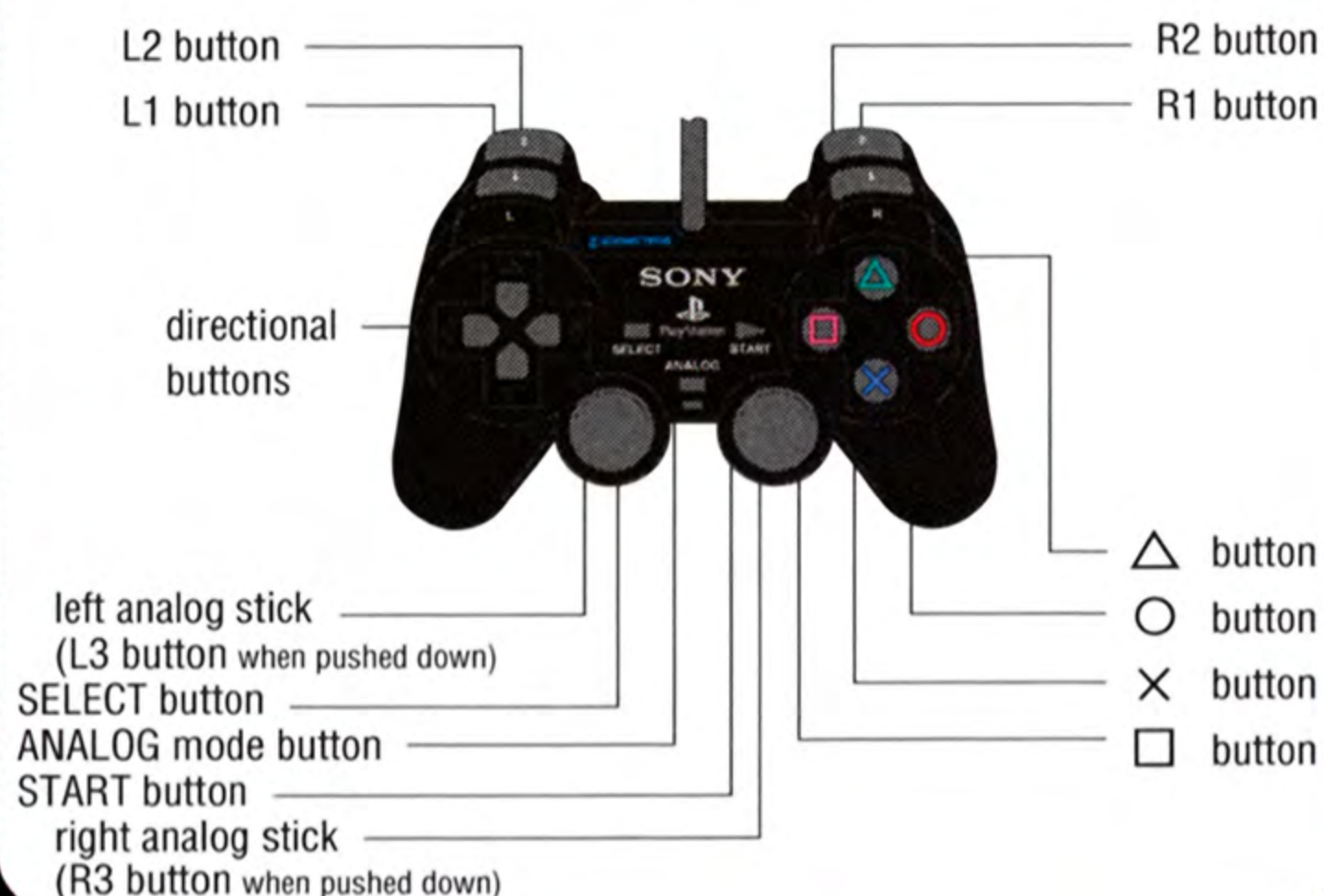
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *THE MATRIX: PATH OF NEO*™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



left analog stick	Move Neo
right analog stick	Look around / Cycle targets
← →	Inventory Manager <i>View and select available weapons</i>
↓	Draw, holster melee weapon / Swap armed weapon (<i>if Inventory is full</i>)
↑	Code Vision (unlockable)
□	Evade
△	Strike
○	Special Attack Killing Blow (<i>press and hold with Focus [L1]</i>)
×	Jump Double jump (<i>press twice</i>)
[L1]	Focus
[L2]	Action / Link Up (<i>context-sensitive – open door, push button, take cover, etc.</i>)
[R1]	Fire weapon / Throw weapon
[R2]	Draw, holster firearm / Target Lock <i>Press and hold to draw a firearm and lock onto enemies. Also toggles strafing.</i>
R3 button	Center game camera
START button	Pause game / Open Pause Menu

The above is the default controller configuration. You can select alternate controller configurations via the Options Menu.

THE MATRIX: PATH OF NEO

Can you handle the challenges Neo faces on his path... the path of the One?

Can you avoid the Agents who come looking for Thomas Anderson, the hacker?

Can you handle the training programs and impress Morpheus with your martial arts skills?

Can you dodge bullets? When the time comes, you won't have to.

Can you rescue Morpheus in time to save Zion?

Can you defeat Agent Smith and bring an end to the war?

From the moment the game starts, how the story plays out is up to you. Where Neo succeeded, you must succeed. You cannot fall short, for if one fails, all fail, and Zion will crumble.

Can you do it?



GAME MENUS

Main Menu

Start Game – Choose an empty file slot to begin a new game.

Load Game – Load a previously saved game. You must have a memory card in MEMORY CARD slot 1 with a saved game on it.



Options – Open the Options Menu.

Game Menu



Once you have started a new game or loaded a previously saved game, you can access the Game Menu. This menu can also be accessed at any time from the Pause Menu while playing *The Matrix: Path of Neo*.

Continue Game – Resume the game at the start of the last previously saved level.

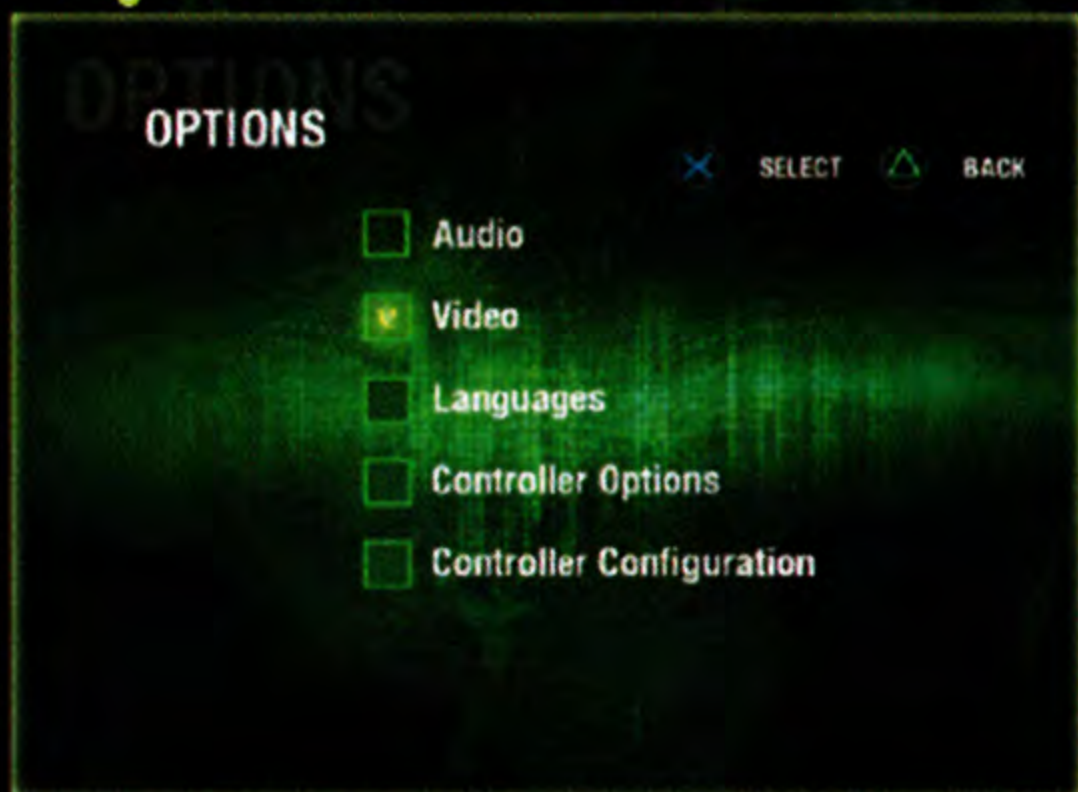
Level Select – Replay a previously saved level.

Extras – Open the Extras Menu.

Quit – Quit the Game Menu and open the Main Menu.

GAME MENUS

Options Menu



The Options Menu allows you to customize several game settings. You can access the Options Menu via the Main Menu and the Pause Menu. Press the **X** button to save settings. Press the **△** button to return to the Main Menu.

Audio

Music: Adjust the volume of the music soundtrack.

Sound Effects: Adjust the volume of the sound effects.

Voice: Adjust the volume of the voiceovers.

Video

Brightness: Adjust the brightness levels.

Aspect Ratio: Set the aspect ratio, either 4:3 (normal television settings) or 16:9 (widescreen format).

Lighting Detail: Adjust the detail level of the game's lighting and normal mapping detail.

Languages

Subtitles: Toggle subtitles ON/OFF.

Controller Options

Invert Y and Invert X: Customize the Y- and X-axis controls.

Vibration: Turn Vibration ON/OFF.

Target Lock: Customize the target lock.

Center Camera: Adjust the camera controls.

Controller Configuration

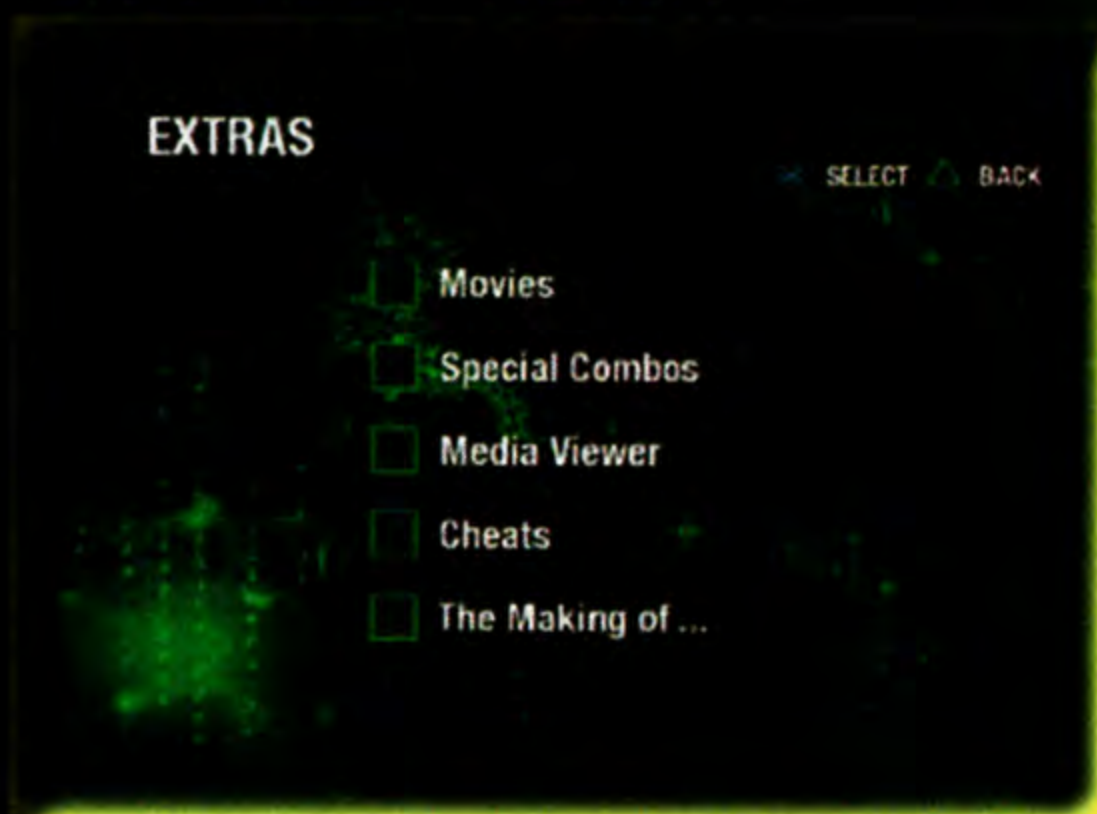
Choose from one of the available controller configurations.

Videos and Cinematics

The Matrix: Path of Neo tells its story with live-action film footage, in-game cinematic scenes and gameplay.

Clues and instructions appear in these cinematic scenes.

Extras Menu



The rabbit hole has plenty of surprises. The Extras Menu is accessed via the Game Menu, and offers a variety of extra content.

Movies – Play the game's movie clips, featuring footage from the *Matrix* trilogy and the *Animatrix*, as well as additional surprises.

Special Combos – View some of the game's most effective fighting combos. It's not a complete list – there are plenty of secrets that you can discover while playing.

Media Viewer – View additional artwork from the game and its development process.

Cheats – Toggle and manage the game's unlockable cheats.

The Making of... – Go behind the scenes and get a special glimpse at the making of the game, with movies and special features.

Pause Menu / Objectives

At any time during the game you can press the **START** button to open the Pause Menu.

Resume Game – Resume playing.

Objectives – Review your current mission objectives.

Options – Open the Options Menu (see Options Menu on page 6).

Retry – Restart at the last saved checkpoint.

Exit to Menu – Exit the current game and return to the Game Menu.



MOVING AROUND

Heads-Up Display

Inventory
Manager

Ally Health



Ally Status

Player Health

Enemy Health

Focus Meter

The **Player Health** meter represents Neo's current health level (see Health on page 11).

The **Focus** meter indicates Neo's current Focus level. Focus allows Neo to bend the rules of the Matrix (see Focus on page 21).

The **Ally Health** meter represents the current health status of Trinity and other Rebels who fight alongside Neo (see Allies & NPCs on page 25).

The **Enemy Health** meter shows the current enemy's health. During special missions, where time is of the essence, the **Ally Status** display monitors the status of allies such as Morpheus.

The **Inventory Manager** allows you to manage and select firearms, melee weapons, grenades and other items. The number beneath the weapon icon represents a firearm's ammo (see Inventory Manager on page 20).

Movement

The **left analog stick** controls direction and speed for both walking and running – to walk or run forward, move the **left analog stick** forward; to turn left, move the **left analog stick** left, and so forth.

To sneak up on someone, walk slowly – enemies can hear your footsteps.

While in Target Lock mode, movement left and right switches to strafe left and strafe right, allowing you to easily keep enemies in your sights.



MOVING AROUND

Camera Controls

The **right analog stick** controls the game's camera – your view of the action. The camera automatically follows Neo throughout the game, but you can manually control the camera by moving the **right analog stick** to position the camera for a better view of your surroundings.

Jumping and Climbing

Press **Jump (X button)** to jump over various objects. As the game progresses, you will unlock the ability to perform a **Double Jump** – press the **X button** at the peak of a jump to perform a **Double Jump** that carries Neo even higher.



Neo will automatically step over low objects. To climb onto taller objects or to reach ledges, move or jump toward the object to perform a **ledge hang**, and move the **left analog stick** to climb up. When hanging from a ledge, you can also move the **left analog stick** to shimmy along its edge.

To climb ladders, move the **left analog stick** to move toward the ladder and climb up and down. Press **Jump (X button)** to quickly slide down a ladder.



Running before a jump will increase the length of the jump, as does **Focus**. Jumping from behind cover will send Neo into a **dive-roll**.

MOVING AROUND

Taking Cover / Using Link-Ups

When near an obstacle, such as a wall or large object, move close to it and press Action (**L2 button**). Neo will link up with the object and use it as cover by turning his back and pressing against the object. To break this link, move the **left analog stick** away from the object.



When using an object as cover, move the **left analog stick** to creep alongside it. If the object is low, such as a crate or table, Neo will automatically drop down and move in a crouch when linked with the object.

When linked up with an object, Neo can peer around the corner to locate and attack enemies. Move the **left analog stick** to step to the corner of the object, then move the **left analog stick** to peer around the object. Neo will lean out and get a better view.

To shoot at enemies from this position, press and hold Target Lock (**R2 button**) to lock onto an enemy, step around the corner using the **left analog stick** and press Fire (**R1 button**) to fire. Release Target Lock to drop back to cover. You can perform the same actions to fire over objects from a crouched position.

To jump out and surprise enemies from this position, lean out, press Jump (**X button**) and start blasting.

Opening Doors & Using Objects

To open doors and use objects within the environment, move Neo near the object with the **left analog stick** and press Action (**L2 button**) to perform the action.

The exact action is context-sensitive: if you are near a door, Neo will open it; if you are near a button or control panel, Neo will operate it.



Neo can dish out a lot of damage, and can take a lot of damage, as well. But as the Agents are well aware, Neo is still "only human," and can be killed in combat if not careful.



When Neo has been out of combat for a few seconds, his Health meter automatically regenerates up to its current maximum level. If you can get Neo out of a jam and find a place to take cover, you can replenish his health and get back into the fight.

However, if Neo takes too much damage too quickly, his maximum level of health can drop fast, leaving him more vulnerable than before.

You will find Health and Focus Packs in various locations throughout the game. Health Packs can both replenish Neo's Health meter and restore his maximum health level. Focus Packs replenish Neo's Focus meter.

HAND-TO-HAND & MELEE COMBAT

After going through extensive training and download sessions aboard the Nebuchadnezzar, Neo becomes a master of several styles of martial arts. Neo is a one-man army, able to take on an entire SWAT team. When he becomes the One, his combat skills become even more amazing, as Neo is able to bend the rules of the Matrix to the breaking point.

When Neo attacks an enemy, he'll automatically switch to a hand-to-hand combat stance, holstering any firearms, or even using them as part of the attack.

Strike



To strike an enemy, move Neo in close and press the Δ button to land punches and kicks. If an enemy attacks Neo with a strike or Special Attack, quickly press the Δ button to block the attack and counter attack.

As Neo gains skills, he will learn to combine a series of strikes into devastating combos that can put opponents away quickly.

Combo Example

4-Hit Strike Combo (Δ x4)

Use Focus (**L1 button**) with this Strike Combo to unleash a powerful attack that launches enemies into the air. You can also use a 4-Hit Combo to drive through an enemy's 3-Hit Combo.

Special Attack

Press the **O button** to perform Special Attacks – stuns, throws, grapples, holds and other combat moves. To throw an opponent, press the **O button** and move the **left analog stick** in the desired direction to throw enemies at objects, over ledges and even at other enemies. You can unlock additional Special



HAND-TO-HAND & MELEE COMBAT

Attacks during the game, including the ability to strip enemies of their weapons, and even turn those weapons back on their owners by pressing Fire (**R1 button**). You can also use Special Attacks as part of linked combos, which unlock even more powerful attacks.

Combo Example

Focus Hyper Strike (**L1** + **O**, **Δ**)

Knocks an enemy off-balance so Neo can deliver a crushing boot to the head.

Evade



You can dodge attacks and slip punches by pressing the **□ button**. Combine this ability with Focus (**L1 button**) to get out of even more trouble – dodging bullets and flipping over enemies and out of danger. You can also use Evades to confuse and stun your oppo-

nents, setting them up for devastating combos. In a similar manner, rapidly press the **□ button** to make Neo break out of a stun, or to make Neo recover quickly from an attack and avoid further damage.

Combo Example

Over-the-Head Forward Evade (**L1** + **□**)

Move the left analog stick toward an enemy and trigger this combo – Neo will vault over the enemy's head and land behind him, ready to take advantage of his confusion.

Killing Blow



The Killing Blow is Neo's most powerful attack. Hold Focus (**L1 button**) and Special Attack (**O button**) to charge it up, then release in the direction of an enemy to unleash the powerful blow. Combine Killing Blow with other attacks and jumps for bone-

HAND-TO-HAND & MELEE COMBAT

crunching combos. Killing Blows are best used to finish off stunned enemies, especially the tougher opponents.

Combo Example

Aerial Killing Blow (**L1** + **O** while airborne)

Get airborne and then press and hold the **L1** button and the **O** button to charge up the attack. Release the **O** button to perform a whirling kick.

Melee Weapons



Neo can punch and kick his way to success, but he can also stab, bash and skewer his way through enemies using melee weapons – swords, axes, staves and more.

Like all weapons, Neo can pick up melee weapons by moving over them and selecting them via the Inventory Manager (**left** or **right** **directional** **button**). To fight, use Strikes, Special Attacks, Evades and Killing Blows as normal – melee weapons make all of these attacks extra-powerful. To draw and holster melee weapons, press the **down** **directional** **button**.

Neo can also throw melee weapons at enemies. To throw a weapon, press and hold Fire (**R1** **button**) to charge up, and release to throw. Use Target Lock (**R2** **button**) for greater accuracy.

Stay aware of your surroundings – you can put some everyday objects found within the environment to use as improvised melee weapons.

The following are examples of melee weapons you might find in the game. It's not a complete list – you'll have to discover some of these weapons on your own.

HAND-TO-HAND & MELEE COMBAT



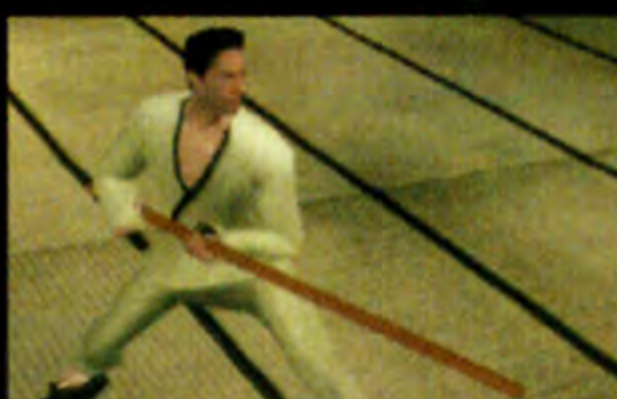
Katana

The two-handed sword of the samurai is known for its lethality.



Long Sword

The classic, one-handed long sword is as fast as it is deadly.



Bo Staff

Versatile in both offense and defense, the bo staff also provides a significant reach advantage, good for keeping groups of enemies at bay.

Other Fighting Moves

Aerial Attacks / Off-Wall Attacks

Combine Strikes (Δ button) and Special Attacks (\circ button) with Focus (L1 button) and Neo's jumping and wall-running abilities to perform devastating attacks from nearly any angle.

Off-Line Attacks

In the Matrix, the Rebels are nearly always outnumbered, so you must learn to use Off-Line Attacks to take on groups of enemies. When in battle, move the **left analog stick** in the direction of enemies behind or to the side, and Neo will direct attacks, blocks and special moves in all directions.

Link-Up Attacks

If opponents surround Neo, he can draw multiple opponents into a single attack. Stun an enemy (\circ button), move the **left analog stick** in the direction of another opponent and press Special Attack (\circ button). If you time it right, Neo will draw additional enemies into the attack and damage them all. Melee weapons are especially deadly when used against multiple opponents in this manner.



TARGET LOCK

Target Lock allows Neo to “lock on” to an enemy in his sights, increasing his accuracy with firearms, grenades and thrown weapons.



To use Target Lock, press and hold the **R2 button**. Neo will automatically draw a selected firearm and lock his sights onto an enemy in view. While locked onto a target, all of Neo's shots will be directed toward this enemy. Neo will remain in Target Lock mode for as long

as you hold the **R2 button**. To release Target Lock, release the **R2 button**.

While in Target Lock mode, you can easily switch targets by moving the **right analog stick** in the direction of a new target – the targeting reticule will automatically switch to the new target. Keep moving the **right analog stick** to quickly cycle through available targets.

Target Lock also switches Neo's movement mode to strafe left and strafe right. This allows Neo to easily keep a targeted enemy in his sights and “circle-strafe” around him.

Target Lock in the Air

While Neo is in the air, such as in the middle of a long Focus jump, he has a 360-degree view of his surroundings. From this vantage point, he can target enemies in all directions, not just the ones in front of him. A good strategy is to get Neo airborne, use Focus (**L1 button**) and attack enemies from above.



Target-Locking Objects

While using Focus (**L1 button**), Neo can Target Lock (**R2 button**) objects in the environment. This ability is useful for destroying objects with gunfire, such as explosive objects that can damage nearby enemies.

GUNS . . . LOTS OF GUNS

For some missions, Neo is jacked into the Matrix with weapons, and throughout the game more weapons become available, either found within the mission or taken from enemies. Neo can pick up firearms by moving over them, and manage his inventory of firearms via the Inventory Manager.

To draw a weapon and lock onto enemies, press and hold Target Lock (**R2 button**). This will automatically select the last firearm Neo used, or the most powerful firearm available to Neo. To fire, press Fire (**R1 button**).

You can use the Inventory Manager to select firearms manually, so you can be sure to have the right gun in Neo's hand at all times. Each firearm has specific strengths and weaknesses – you'll need to learn which is the right tool for the job.

To holster firearms, release Target Lock (**R2 button**) or attack an enemy hand-to-hand.

In some instances, Neo can wield two firearms at the same time – one in each hand – for extra kicks.



Pistol

The pistol is Neo's starting weapon for most levels. It does moderate damage, with a moderate effective range. The pistol is semi-automatic, but can be fired quite rapidly when Neo uses Focus. Neo can wield dual Pistols, one in each hand.



Agent Pistol

This massive handgun is carried by Agents and packs a major punch. Heavy kickback makes it slightly less accurate than a standard pistol, especially when fired rapidly.



Submachine Gun

Not as accurate as a pistol, but favored by SWAT teams for its high rate of fire. Neo can wield dual sub-machine guns, one in each hand.

GUNS...LOTS OF GUNS



Shotgun

SWAT entry teams often carry shotguns, which are useful at medium range but have devastating effects at close range.



Double-Barreled Shotgun

These weapons deliver massive damage at very close range, but are nearly useless at greater distances. Neo can wield dual double-barreled shotguns, one in each hand – the double damage will take down even the deadliest enemies in one blast.



Assault Rifle

Fully automatic, the assault rifle delivers a precise and powerful punch at even the longest range.



Grenade Launcher

The grenade launcher fires an explosive round that detonates on impact. The blast eliminates or severely damages everyone within the blast radius.

GRENADES

Grenades are useful for attacking enemies that are behind cover, as well as for taking on Agents, who can dodge ordinary bullets but cannot dodge entire explosions.



Arm and throw grenades the same way you use a firearm – press and hold Target Lock (R2 button) to draw a grenade and lock onto an enemy, and press Fire (R1 button) to throw.

Tear-Gas Grenade

Gas grenades release dangerous, choking gas that limits Neo's ability to target enemies and use Matrix abilities. Enemies affected by the gas become disoriented, severely hampering their ability to fight and shoot.

Flash-Bang Grenade

A flash-bang detonates with a tremendous shock and blinding flash, disorienting everyone within its effective radius.

Fragmentation Grenade

This standard, military-style grenade deals a large amount of damage to targets in its blast radius.



INVENTORY MANAGER

The Inventory Manager represents Neo's equipped weapons. Neo can carry up to three weapons at the same time – press the **left** or **right directional button** to scroll through weapons in the inventory.

The meter below each weapon icon indicates its remaining ammunition or uses. When a firearm runs out of ammunition, or if a melee weapon shatters from overuse, it is automatically discarded and its inventory slot is emptied.

Picking Up Weapons and Ammo



There are two ways to pick up weapons:

If Neo has an empty inventory slot, he will automatically pick up weapons and store them in the inventory by simply running over them or touching them.

If all inventory slots are full, in order to pick up a new weapon you must swap it with a weapon already in the inventory. To swap items, move Neo near the new item – its icon will appear below the inventory. Press the **down directional button** to swap the weapon for the currently selected weapon in your inventory.

Neo will automatically pick up ammunition for weapons currently in his inventory. To pick up ammunition, simply run over a weapon you find in the environment – its ammunition will be automatically added to your inventoried weapon.

Dual-Wield & Stackable Items

Neo can dual-wield some firearms, such as pistols, using one in each hand for double the firing action. When using firearms in this way, the items are “stacked” in the inventory – two firearms are stored in the same inventory slot and their ammunition is divided equally between them. When both weapons run out of ammunition, they are both tossed away and the inventory slot is emptied.

Grenades of the same type are also stackable. For example, you can carry several fragmentation grenades in the same inventory slot and use them one at a time.

Mastering all of Neo's abilities in the Matrix is the key to success. When Neo frees his mind, he unlocks the ability to move faster, run on walls and defy gravity.

As Neo progresses in power, he unlocks even more abilities. Dodge bullets? Neo doesn't *have* to.



Neo bends the rules of the Matrix by using the powers of Focus. To use Focus, press the **L1 button** when performing actions such as hand-to-hand combat, running and jumping.

Focus increases the speed and effectiveness of nearly every action and allows you to utilize Neo's special abilities. Use Focus in hand-to-hand combat to unleash spectacular moves. Combine Focus with firearms combat for more accurate, precise shots. When used with Evade (**□ button**), Focus even makes Neo a harder target to hit with both bullets and hand-to-hand attacks.

The Focus meter displays Neo's available pool of Focus. The longer you hold down the Focus button (**L1 button**), the more you draw from the limited resource of the Focus pool. When the meter is depleted, Neo is limited to his normal level of strength and speed.

Regenerating Focus

Focus regenerates constantly, but only up to a limited amount. It might be enough to get yourself out of a jam, but not enough to dominate in combat.

Higher amounts of Focus are awarded for entering and succeeding in combat. Launch Strikes and Special Attacks, and you can earn enough Focus to either unleash a Killing Blow to finish the job, or jump to safety. Hand-to-hand combat earns you the most Focus, but you can also gain Focus through firearms combat.

Focus is your most precious resource in the game – the path to success means staying aware of your Focus levels and using it wisely.

FOCUS

Wall-Running and Wall-Jumping

Run alongside a wall, press and hold the Focus button (L1 button) and continue running toward the wall at an angle. Neo will bend the rules of gravity in the Matrix and sprint along the wall. Time it right, and he will even turn corners while still airborne.



You can also use Focus to make Neo jump off walls. Jump toward a wall, press against it and press Jump

(X button) again to make Neo spring even higher.

These moves are great ways to avoid enemies and obstacles. Experiment with other Focused running and jumping moves to discover more combinations and effects.

Off-Wall Strikes

Using Focus, make contact with a wall (wall-running or wall-jumping), move the left analog stick toward an enemy and quickly press Strike (Δ button) or Special Attack (O button). Neo will spring off the wall and drive through the enemy's defenses.



THE PATH OF THE ONE

As Neo walks the Path of the One, he continues to free his mind and gains the ability to bend the rules of the Matrix and manipulate his surroundings. Some of these Special Abilities are awarded automatically, while other, more powerful abilities must be unlocked.

Special Abilities

The following are examples of Special Abilities that are unlocked as Neo walks the path of the One. It's not a complete list – you'll have to discover some of these abilities on your own.

Code Vision



Neo can look past the illusion of the Matrix and see the world as a sea of shimmering, green code. This allows Neo to see through walls and locate enemies, allies and useful items. Press the **up directional button** to toggle Code Vision ON/OFF.

Dodging Bullets

Neo can free his mind to the point where his experience in the Matrix slows to a crawl, allowing him to dodge bullets. At first, Neo gains the ability to acrobatically dodge out of harm's way.

Press the **L1 button** and the **□ button** simultaneously while moving to make Neo

perform this feat. Later, this ability evolves into the power to stop bullets with a wave of the hand and even reflect them back at attackers.



Flight

When Neo becomes the One, the hacker formerly known as Thomas Anderson is free from the limitations of gravity. With this ability, press and hold Jump (**X button**) to make Neo glide upward in short bursts. In some situations, you can use the **X button** to charge forward and attack while flying.

THE PATH OF THE ONE

Master Abilities

As Neo progresses in skill, he can unlock Master Abilities, which are awarded between levels. Master Abilities are more powerful moves and attacks that Neo can use to take on even the toughest opponents. To select Master Abilities, go to the Upgrades Screen and select available abilities to add to Neo's arsenal.



The following are examples of Neo's Master Abilities. You'll have to discover the others on your own.

Focus 360 Clear Out

Press the L1 button, the O button and the Δ button simultaneously while you spin the left analog stick to make Neo knock back surrounding enemies.

Off-Wall Super Level 2

Press Special Attack (O button) after a wall jump or wall run to make Neo slam into an enemy and knock him off his feet. Off-Wall Super moves are even more effective as part of combos – once a target is in the air, make Neo whip out a firearm and riddle the target with bullets.

Atman Principles

The rabbit hole is very deep, with many secrets to unlock.

Atman Principles are unlocked between missions in the same manner as Master Abilities. Some Atman Principles appear in Neo's inventory – press the L1 button to activate them. Atman Principles must be used in the same level they are selected.

Even More Secrets

You can earn additional rewards for collecting certain items and reaching certain objectives in the game. In most cases, you must complete the mission in order to earn your reward.

ALLIES & NPCs

Throughout the game, Neo will fight alongside other Rebels, receive instructions from his ship's Operator and interact with civilians still trapped in the Matrix.

Rebels

Neo must always protect his fellow Rebels from harm. If one fails, all fail. Here is a partial list of the Rebels that Neo will encounter:



Morpheus is Captain of the Nebuchadnezzar, a hovercraft that's part of the Zion fleet. He believes in the Oracle's Prophecy of the One, and when he meets Neo, he believes his search is over and salvation is near at hand.



Trinity is second-in-command of the Nebuchadnezzar. She is a hard-as-nails fighter who never, ever backs down.



Apoc and Switch are crewmembers of the Nebuchadnezzar. They are skilled combatants who know how to take care of themselves.

The Operator



Each ship has an Operator who controls the Rebels' entry and exit from the Matrix and monitors their progress. In initial training missions, the Operator is a teacher and guide. During missions inside the Matrix, the Operator is Neo's only connection to the Real World.

Red Pills



Red Pills are people who are just beginning to awaken to the illusion of the Matrix. Each Red Pill has a special trait that has made them a target of the Agents, and it's up to you to learn how those traits can sometimes be useful to Neo's missions.

ALLIES & NPCs / ENEMIES

Civilians



Civilians are humans still connected to the Matrix – utterly ignorant to the truth behind the illusion. While Neo is on a mission, most civilians can be safely ignored. Some may even be helpful. But remember – these people are still a part of the system, and that makes every one of them a potential enemy.

“You have to understand, most of these people are not ready to be unplugged. And many of them are so inured, so hopelessly dependent on the system that they will fight to protect it.”

Security Guards & Police



The standard Police and Security Guard units within the Matrix are no match for the free minds of rebels like Neo, Morpheus and Trinity, but they can be dangerous in groups or when supported by shotguns and tear gas.

SWAT Team Officers



SWAT teams are the elite law enforcement units of the Matrix. SWAT units often carry automatic weapons and grenades, and their ability to work in groups makes them a force to be reckoned with.

Soldiers



Soldiers are far better trained, armed and armored than any police officer. Soldiers often carry heavy weapons, making them very deadly opponents.

Agents



"I've seen an agent punch through a concrete wall. Men have emptied entire clips at them and hit nothing but air."

Soulless system programs, Agents exist only to protect and preserve the Matrix.

Agents are near-unbeatable enemies – their strength and speed make them deadly martial arts opponents, and their ability to dodge bullets make them nearly impossible to kill with bullets. What's more, even if you manage to kill an Agent or escape pursuit, they can simply respawn at full power into a nearby body.

On the other hand ...

"...Their strength and their speed are still based in a world that is built on rules. Because of that, they will never be as strong or as fast as you can be."

Exiles

"There are programs running all over the place. The ones doing their job, doing what they were meant to do, are invisible. You'd never even know they were here. But the other ones, well, we hear about them all the time. ... Every time you've heard someone say they saw a ghost, or an angel. Every story you've ever heard about vampires, werewolves, or aliens, is the system assimilating some program that's doing something they're not supposed to be doing."

Exiles are rogue programs that have resisted the rules of the Machine World and have chosen exile within the Matrix. There are many different types of Exiles, each with its own abilities that make them dangerous opponents – perhaps even more dangerous than Agents.

Agent Smith



Just as Neo progresses through many changes while he walks his path, Agent Smith undergoes changes as well.

At first, Agent Smith is the leader of the Agents, seeking to regulate the system that enslaves mankind. Later, Smith becomes "a new man," so to speak, and adds his virus-like ability to create an endless army of copies.

What comes after that is anyone's guess...

STRATEGIES & TACTICS

Additional Fighting Strategies

Counter Strike: If an enemy leads with a punch or kick, press Strike (Δ button) to block and follow up with an attack combo.



Counter Throw: Strikes counter many Special Attacks. If an enemy sets up to launch a Special Attack, such as a throw, press Strike (Δ button) to counter-attack.

Watch for Openings: Some enemies “telegraph” their attacks. Use Evade (\square button) to sidestep their attacks and create an opening for a counter-attack. If an enemy charges up a big attack, press Strike (Δ button) to disrupt it.

180° Targeting: While in Target Lock (R2 button), move the right analog stick back to lock onto enemies behind you.

Use Cover and the Environment: Taking cover gives Neo time to recharge Health and plan his next move. Don't keep Neo in one place too long – enemies will quickly coordinate and surround him. Look for opportunities in the environment to end a battle quickly.

Fast Finishers:

Focus Hyper Strike: \square L1 + O, Δ

Focus Lightning Strikes: \square L1 + O, tap Δ rapidly

Attack Combos

On Screen Prompts: In addition to those listed here, on-screen icons give you hints to trigger powerful attack combos and other useful moves. Keep a sharp eye – timing is key.

Linking Combos: You can link combos together in order to keep enemies off-balance and deal even greater damage.

STRATEGIES & TACTICS

Get Airborne!



Focus 360° Aerial

Targeting: Get airborne – Neo can target enemies all around him. Press Focus (L1 button) and Jump (X button) to get Neo into the air, then press Target Lock (R2 button) and move the right analog stick to choose targets.

Battling Agents

Use the Environment: Agents are nearly unbeatable. In many cases, Neo's hand-to-hand attacks can only delay and annoy an Agent, and you'll have to think of another way to survive the fight. Try throwing Agents toward objects within the environment that can deal heavy damage.



Get Help from Allies: When Agents shoot at you, use Bullet Dodge to evade the shots and open up the Agent to attacks from your allies.

Turn the Agents' Abilities Against Them: Agents can dodge bullets, but firearms aren't completely useless. Blast a few shots at an Agent to pin them down while you gather your wits or make an escape.

Agents Adapt: Agents are adaptive programs that rapidly learn to counter repeated attacks. Your best chance of survival is to continually vary your types of attacks.

QUICK REFERENCE

Focus	<input type="checkbox"/> L1
4-Hit Strike Combo	Δ x 4
5-Hit Strike Combo	Δ x 5
6-Hit Strike Combo	Δ x 6
Aerial Killing Blow	In air/ <input type="checkbox"/> L1 + hold <input type="checkbox"/> O to charge/release to strike
Antigravity Jump	Hold <input type="checkbox"/> L1 + X
Bullet Dodge	<input type="checkbox"/> L1 + left analog stick + <input type="checkbox"/>
Bullet Stop	Stand still/ <input type="checkbox"/> L1 + <input type="checkbox"/>
Code Vision	\uparrow
Double Jump	X x 2
Focus 360 Clear Out	Hold <input type="checkbox"/> L1 + <input type="checkbox"/> O + Δ /spin left analog stick
Focus Aerial Throw	Stun enemy/press <input type="checkbox"/> L1/press <input type="checkbox"/> O/then X
Killing Blow	<input type="checkbox"/> L1 + hold <input type="checkbox"/> O/release to strike
Off-Wall Strike	Wall-run or wall-jump/press Δ
Off-Wall Super	Wall-run or wall-jump/press <input type="checkbox"/> O
Tornado Throw	Grab enemy in air with <input type="checkbox"/> O/spin left analog stick
Weapon Strip	<input type="checkbox"/> O + <input type="checkbox"/> R1

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