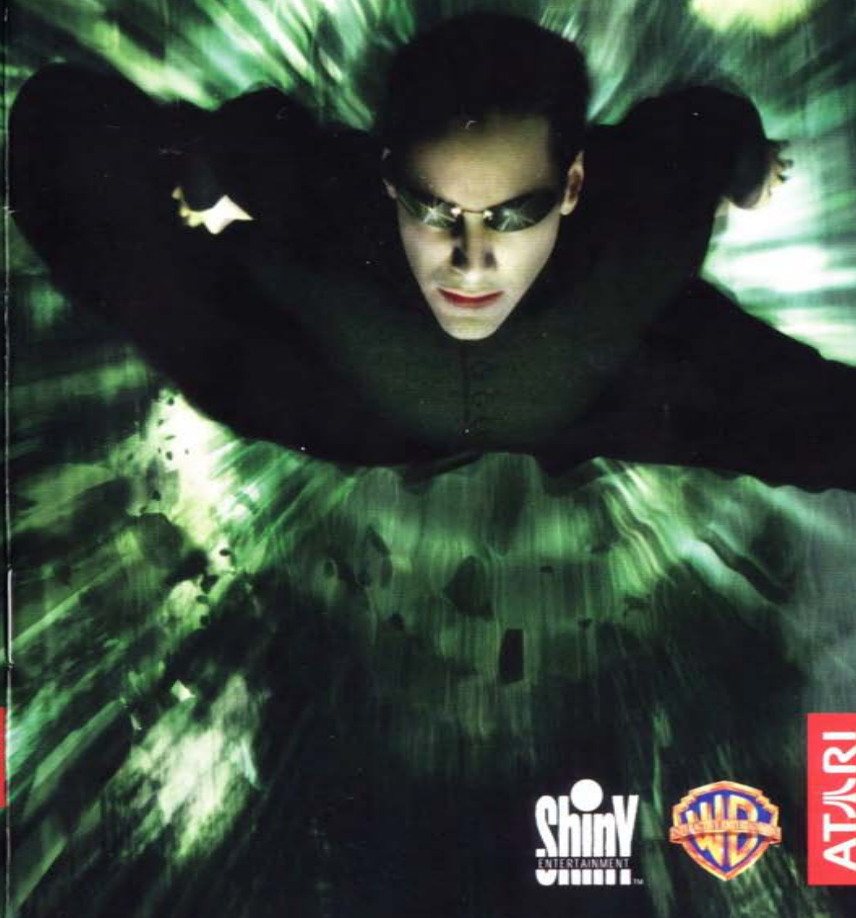


XBOX

THE MATRIX PATH OF NEO



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(SOS)

THX DIGITAL DOLBY PRO LOGIC II

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SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information

The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Using the Xbox Video Game System

1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *THE MATRIX: PATH OF NEO* disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing *THE MATRIX: PATH OF NEO*.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Saving and Loading

THE MATRIX: PATH OF NEO uses an automatic save feature that saves your game at the end of each level segment. Games are saved to the Xbox hard disk.

You can load a game from the Load Game in the Main Menu. Select from the list of available games and then press the **Y** button to load the selected game.

Using the Xbox Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *THE MATRIX: PATH OF NEO*.



left thumbstick	Move Neo
right thumbstick	Look Around / Cycle targets
directional pad (←→)	Inventory Manager <i>View and select available weapons.</i>
directional pad (↕)	Draw, holster melee weapon / swap armed weapon <i>(if Inventory is full).</i>
directional pad (↑)	Code Vision (<i>unlockable</i>).
X	Evade / Dodge
Y	Strike
B	Special Attack
A	Jump Double Jump (<i>press twice</i>)
left trigger	Focus
○	Action / Link Up <i>(context-sensitive - open door, push buttons, take cover, etc.)</i>
right trigger	Fire Weapon / Throw Weapon
○ Click right thumbstick	Draw, holster firearm / Target Lock <i>Click and hold to draw a firearm and lock onto enemies. Also toggles strafing.</i>
○ Click left thumbstick	Centre Game Camera
○	Pause Menu / Open Pause Menu

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

Can you handle the challenges Neo faces on 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?



Main Menu

Start – Choose an empty space to begin a new game.

Load Game – Load a previously saved game.

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 return to the Main Menu.

Options Menu



The Options Menu allows you to customise several game settings. You can access the Options Menu via the Main Menu and the Pause Menu. Press the **A** button to save settings. Press the **B** 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.

Headphones: Toggle Headphones ON or OFF.

Video

Brightness: Adjust the brightness levels.

Languages

Subtitles: Toggle subtitles ON/OFF.

Controller Options

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

Vibration: Turn vibration ON/OFF.

Target Lock: Set Target Lock to hold or Toggle.

Focus: Set Focus to Hold or Toggle.

Controller Configuration

Choose from one of the available controller configurations: Alpha, Beta or Gamma.

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).

Controls – Open the Controller Options.

Retry – Restart at the last saved checkpoint.

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



MOVING AROUND

Heads-Up Display



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 you 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 meter beneath the weapon icon represents a firearm's ammo (see Inventory Manager on page 20).

Movement

The **left thumbstick** controls direction and speed for both walking and running – to walk or run forward, move the **left thumbstick** forward; to turn left, move the **left thumbstick** 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 thumbstick** 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 thumbstick** to position the camera for a better view of your surroundings. By default, clicking the left thumbstick re-centers the camera.

Jumping and Climbing

Press Jump (**▲ button**) to jump over various objects. As the game progresses, you will unlock the ability to perform a Double Jump – press the **▲ 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 thumbstick** to climb up. When hanging from a ledge, you can also move the **left thumbstick** to shimmy along its edge.

To climb ladders, move the **left thumbstick** to move toward the ladder and climb up and down. Press Jump (**▲ 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.

Taking Cover / Using Link-Ups



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

When using an object as cover, move the **left thumbstick** 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 peek around the corner to locate and attack enemies. Move the **left thumbstick** to step to the corner of the object, then move the **left thumbstick** to peek around the object. Neo will lean out and get a better view.

To shoot at enemies from this position, click the right thumbstick and enter Target Lock mode. Move the left thumbstick to step around the corner and lock onto an enemy, and the right trigger to Fire. Move the left thumbstick again 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 (**Y 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 thumbstick and press **Black 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 different 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 **Y button** to land punches and kicks. If an enemy attacks Neo with a strike or Special Attack, quickly press the **Y 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 (**Y button** x4)

Use Focus (left trigger) 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 **B button** to perform Special Attacks – throws, grapples, holds and other combat moves. To throw an opponent, press the **B button** and move the **left thumbstick** in the desired direction to throw enemies at objects, over ledges and even at other enemies. You can unlock additional Special Attacks during the game, including the ability to strip enemies of their weapons, and even turn those weapons back on their owners by using Fire (**pull right trigger**). You can also use Special Attacks as part of linked combos, which unlock even more powerful attacks.



HAND-TO-HAND & MELEE COMBAT

Combo Example

Focus Hyper Strike (left trigger + **B button**, **Y button**)

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 **X button**. Combine this ability with Focus (left trigger) to get out of even more trouble – dodging – bullets and flipping over enemies and out of danger. You can also use Evade to confuse and stun your opponents, setting them up for devastating combos. In a similar manner, rapidly press the **X 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 (left trigger + **X button**)

Move the **left thumbstick** 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 (**left trigger**) and Special Attack (**B 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-crunching combos. Killing Blows are best used to finish off stunned enemies, especially the tougher opponents.

Combo Example

Aerial Killing Blow (left trigger + **B button** while airborne)

Get airborne and then hold the **left trigger** and the **B button** to charge up the attack. Release the **B 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 (**directional pad left or right**). 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 pad**.

Neo can also throw melee weapons at enemies. To throw a weapon, pull and hold Fire (**right trigger**) to charge up, and release to throw. Use Target Lock (**click right thumbstick**) for greater accuracy.

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

Most melee weapons will break after extended use — when the melee weapon is about to decay, the Inventory Manager meter will blink.

The following are examples of melee weapons you will find. It's not a complete list — you'll have to discover some of the weapons on your own.



Katana

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



Long Sword

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



Bo Staff

Versatile in both offence and defence, 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 (**Y button**) and Special Attacks (**R button**) with Focus (**left trigger**) 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 out numbered, so you must learn to use Off-Line Attacks to take on groups of enemies. When in battle, move the left thumbstick 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 (**R button**), move the **left thumbstick** in the direction of another opponent and press Special Attack (**R 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, click the right thumbstick. 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. To release Target Lock, click the right thumbstick again.

While in Target Lock mode, you can easily switch targets by moving the right thumbstick in the direction of a new target – the targeting reticule will automatically switch to the new target. Keep moving the right thumbstick 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 targets enemies in any direction, not just the ones in front of his face. A good strategy is to get airborne, use Focus (**left trigger**) and attack enemies from above.



Target-Locking Objects

While using Focus (**left trigger**), Neo can Target Lock (**click right thumbstick**) objects in the environment. This ability is useful for destroying objects with gunfire, including 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, click the right thumbstick to enter the Target Lock mode. This will automatically select the last firearm Neo used, or the most powerful firearm available to Neo. To fire, pull the right trigger.

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, click the right thumbstick to exit Target Lock mode 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's 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 submachine guns, one in each hand.



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 are useful for attacking enemies that are behind cover, as well 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 – click the right thumbstick to draw a grenade and lock onto an enemy, and pull Fire (**right trigger**) 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.



The Inventory Manager represents Neo's equipped weapons. Neo can carry up to three weapons at the same time – press the directional pad left or right 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 pad 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, pull the **left trigger** 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 (**Y 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 (**left trigger**), 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. Strike and grapple your opponents, and you can earn enough Focus to unleash a killing blow to finish the job or jump to safety. Hand-to-hand combat generates 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.

Wall-Running and Wall-Jumping



Run alongside a wall, hold down Focus (left trigger) 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 (**△ 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 thumbstick** toward an enemy and quickly press Strike (**Y button**) or Special Attack (**○ button**). Neo will spring off the wall and drive through the enemy's defenses.



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 the 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 **directional pad up** 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. Pull the **left trigger** and press the **× button** simultaneously while standing still 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 he becomes the One, the hacker formerly known as Thomas Anderson is free from the limitations of gravity. With this ability, press and hold Jump (**△ button**) to make Neo glide upward in short bursts. In some situations, you can use the **△ button** to charge forward and attack while flying.

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

Pull the **left trigger**, press the **Ⓢ button** and the **Ⓨ button** simultaneously while you spin the **left thumbstick** to make Neo knock back surrounding enemies.

Off Wall Super Level 2

Press Special Attack (**Ⓢ 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 – pull the **right trigger** to activate them. Atman Principles must be used in the same level they are selected.

Even More Secrets

You can earn additional reward 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.

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

Rebels

Neo must always protect his fellow Rebels from harm. If one fails, all fail.



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



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



Apoc and Switch – These crew members of the Nebuchadnezzar 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 his 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 still trapped inside the Matrix, 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.

Civilians



Civilians are humans still connected to the Matrix, and utterly ignorant to the truth behind the illusion. While you're 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.

ENEMIES

"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 armoured than any police officer. Soldiers can carry every kind of weapon, 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 gunfire. What's more, even if you manage to kill or escape from an Agent, it can simply respawn at full power into a nearby human still plugged into the Matrix.

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 their 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...

Additional Fighting Strategies

Counter Strike: If an enemy leads with a punch or kick, press Strike (Y 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 (Y button) to counter-attack.

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

180° Targeting: While in Target Lock (click right thumbstick), move the right thumbstick 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: left trigger + R button, Y button

Focus Lightning Strikes: left trigger + R button, tap Y button 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.

Get Airborne!



Focus 360° Aerial Targeting: Get airborne — Neo can target enemies all around him. Enter Target Lock (click right thumbstick), Pull Focus (left trigger) and press Jump (A button) to get Neo into the air, then move the right thumbstick 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.



Focus	left trigger
4-Hit Strike Combo	Y button x 4
5-Hit Strike Combo	Y button x 5
6-Hit Strike Combo	Y button x 6
Aerial Killing Blow	In air/ left trigger + hold B button to charge/ release to strike
Antigravity Jump	Hold left trigger + A button
Bullet Dodge	left trigger + X button
Bullet Stop	Stand still/ left trigger + X button
Code Vision	directional pad up
Double Jump	A button x 2
Focus 360 Clear Out	Hold left trigger + B button + Y button / spin left thumbstick
Focus Aerial Throw	Stun enemy/pull left trigger / press B button / then A button
Killing Blow	left trigger + hold B button /release to strike
Off-Wall Strike	Wall-run or wall-jump/press Y button
Off-Wall Super	Wall-run or wall-jump/press B button
Tornado Throw	Grab enemy in air with B button / spin left thumbstick
Weapon Strip	B button + right trigger

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Warner Bros. Interactive Entertainment

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Apoc
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Rhineheart
Helmuth Bakaitis
Architect
Jeremy Ball
Businessman
Stephen Bastoni
Soren
Don Battee
Vector
Monica Bellucci
Persephone
Daniel Bernhardt
Agent Johnson

Henry Blasingame
Deus Ex Machina
Ian Bliss
Bane
Liliana Bogatko
Old Woman at Zion
Josephine Byrnes
Zion Controller
Lung Yun Chou (Collin)
Seraph
Paul Cotter
Corrupt
Terrell Dixon
Wurm
Matt Doran
Mouse
Laurence Fishburne
Morpheus
Gloria Foster
Oracle
Nona Gaye
Zee
Deni Gordon
Priestess
Paul Goddard
Agent Brown
Marc Gray
Choi
Lachy Hulme
Sparks
Fiona Johnson
Woman in Red
Roy Jones Jr.
Captain Ballard
David Kilde
Agent Jackson
Randall Duk Kim
The Key Maker
Harry Lennix
Lock
Belinda McClory
Switch
Matt McColm
Agent Thompson
Carrie-Anne Moss
Trinity
Tory Mussett
Beautiful Woman at Le Vrai

Ada Nicodemou
Dujour (White Rabbit Girl)
David No
Cain
Joe Pantoliano
Cypher
Anthony Ray Parker
Dozer
Harold Perrineau Jr.
Link
Jada Pinkett-Smith
Captain Niobe
Adrian Rayment
Twin #2
Neil Rayment
Twin #1
Keanu Reeves
Neo
Tahel Simpson
Binary
Robert Taylor
Agent Jones
Steve Vella
Captain Malachi
Clayton Watson
Kid
Hugo Weaving
Agent Smith
Leigh Whannell
Axel
Bernard White
Rama-Kandra
Lambert Wilson
Merovingian
Rowan Witt
Spoon Boy
Anthony Wong
Ghost
Anthony Zerbe
Councillor Hamann

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Vamp, Police/Security

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Neo

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Niobe, Civilian

Billy Brown
Doberman

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Kung Fu Soldier, Chinatown Gangster, additional Walla

Jim Connor
Agent Jones, SWAT/Soldier

Kevin Delaney
The Heckler, SWAT/Soldier

Robin Atkin Downes
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Gideon Emery
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Keith Ferguson
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Nika Futterman
Switch, Witch Boss, Civilian

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Trinity

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Civilian

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Red Pill Club Kid, Civilian

Mitch Lewis
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Dempsey Pappion
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Michael Rodgers
Doberman

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SWAT/Soldier

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Agent Smith

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Agent Jackson, Doberman, Police/Security

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Japanese Assassin

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Japanese Assassin

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CRI Sofdec

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 Junkie XL
 Juno Reactor
 Meat Beat Manifesto
 Photek
 Amon Tobin (Courtesy of Ninja Tune)

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"We Are the Champions"
 Performed by Queen
 Written by Freddie Mercury
 Published by Beechwood Music Corporation /
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 Additional Visual Effects Created by SFD VFX
 and Creative Post
 Onlines by Modern Video Film

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VIDEO GAME WARRANTY

This video game carries a warranty conforming to the laws of the country in which it was purchased, and valid for a duration of not less than 90 (ninety) days following the date of purchase - (proof of purchase required).

The warranty is not valid in the following cases:

1/ the video game was purchased for commercial or professional use (all such uses are strictly forbidden)

2/ the video game is damaged due to incorrect handling, accident, or improper use by the consumer.

For further information concerning this warranty, the consumer is invited to contact the retailer that sold the game, or the hotline at the video game publisher in the country the game was purchased.

ATARI

Customer Service Numbers

Country	Telephone	Fax	Email/Websites
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• Österreich	Technische: 0900-400 654 Spielerische: 0900-400 655 (€ 1.35 Minute) Mo. - Sa. 14.00 - 19.00 Uhr		www.atarisupport.de
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Wrong number?

As some changes might have been done after this manual went to print, you can still access to all updated technical support numbers at:

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