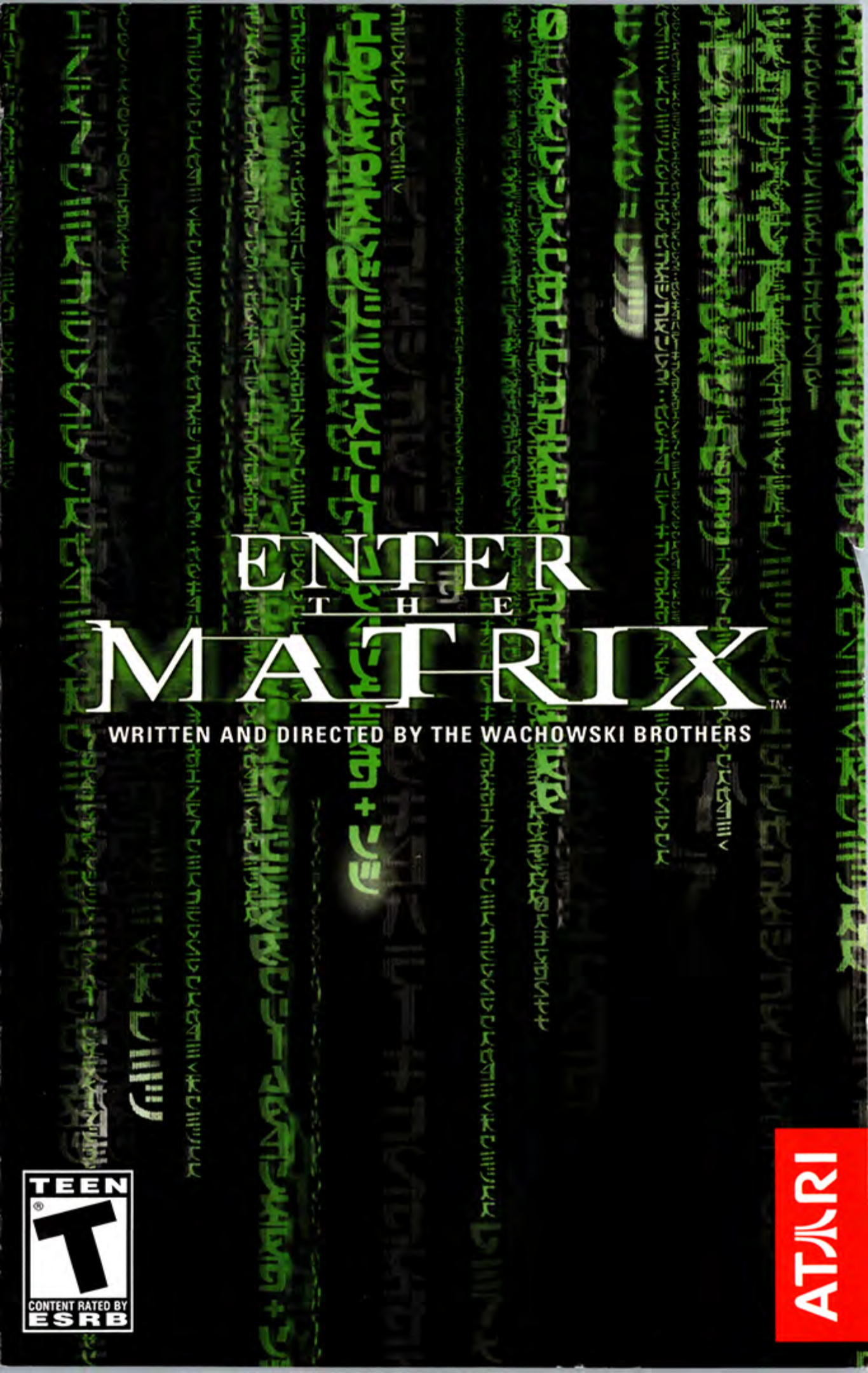
ENTER
THE
MATRIX™
WRITTEN AND DIRECTED BY THE WACHOWSKI BROTHERS
TEEN
T
CONTENT RATED BY
ESRB
ATARI

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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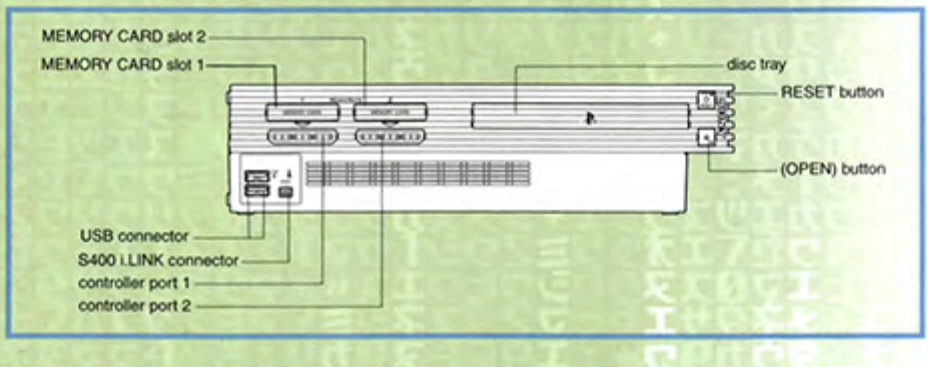
SETTING UP



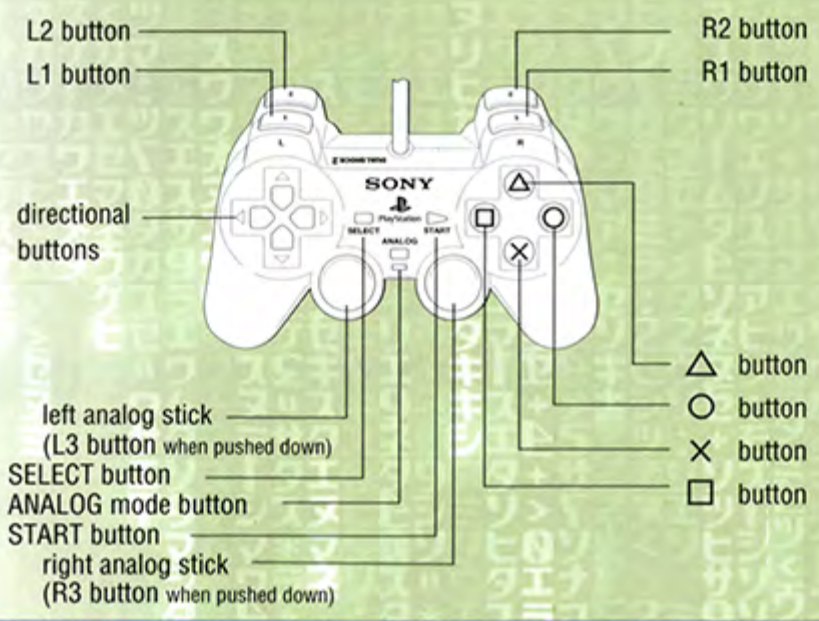
Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Enter The Matrix*™ 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.

Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 of the console to save your progress and game settings. You may load saved game data from this card.

Note: *Enter The Matrix* supports the DUALSHOCK®2 analog controller. Digital controllers are not supported.

CONTROLS

DUALSHOCK®2 analog controller



Walking / Running / Shooting

CONTROL	ACTION
left analog stick	Move forward / back; Turn right / left. When facing an obstacle (such as a wall), tap forward to have Niobe or Ghost turn their back toward the obstacle. If the obstacle is low, the character will automatically crouch behind it. When in first-person or sniper mode, the **left analog stick** allows you to look around and / or aim the sniper weapon.
right analog stick	Enter / Exit first-person mode
right directional button	Select next primary weapon
left directional button	Select previous primary weapon
■ button	Specific action is context-sensitive: Pick up object; Activate; Open door; Close door; Holster weapon; Strangle opponent from behind
▲ button	Press and hold to throw selected secondary weapon (e.g., grenade). If you have an enemy targeted, you will throw the object at them.
✖ button	Jump, or jump and grab edge of obstacle. Run and jump to increase jump distance. Hold Focus button (**L1 button**) while jumping to greatly increase jump distance.
L1 button	Focus. Press and hold to use Matrix-enhanced set of abilities.
R1 button	Fire primary weapon; Draw selected weapon
L2 button / R2 button	Strafe / step left and right. Pressure on button determines speed. Target lock.

SELECT button	Weapon Selection menu. Use the **directional buttons** or the **left analog stick** to navigate the menu.
START button	Pause Game — the Pause Menu appears. Press again to return to game.

Sniper Mode

CONTROL	ACTION
right analog stick	Enter / Exit sniper mode (when sniper weapon selected)
left analog stick	Look around; Aim sniper weapon
■ button	Zoom in
✖ button	Zoom out

Hand-to-Hand Combat

CONTROL	ACTION
■ button	Defend; Block; Counter
▲ button	Punch
● button	Kick
● button + ▲ button	Throw
right analog stick	Exit fighting stance

Driving

When playing as Niobe (Driver):

CONTROL	ACTION
left analog stick / directional buttons	Steer left / right
right analog stick	Accelerate and brake. For reverse, continue to pull back after the car has stopped.
✖ button	Accelerate (alternate)
■ button	Brake (alternate)
R1 button	Emergency brake
R2 button	Look right
L2 button	Look left
R2 button + L2 button	Look behind
▲ button	Toggle between first- and third-person view
L1 button	Press and hold to make Ghost assist (lean out of car and shoot enemies)

When playing as Ghost (Riding shotgun, shooting from passenger's seat):

CONTROL	ACTION
left analog stick	Look around; Aim weapon
R1 button	Fire primary weapon

Hovercraft Flying

When playing as Niobe (Pilot):

CONTROL	ACTION
left analog stick	Steer left / right / up / down
right analog stick	Up to accelerate; down to decelerate. For reverse, continue to pull back after the hovercraft has stopped.
✖ button	Accelerate (alternate)
■ button	Decelerate; Reverse (alternate)
R1 button	Fire forward cannon

When playing as Ghost (Gunner):

CONTROL	ACTION
left analog stick	Aim target reticle
R1 button or ✖ button	Fire cannon
L1 button or ■ button	Switch view from forward to rear

Alternate Control Configuration

The above control configuration is the default setting. You can select an alternate configuration at the game's Options Menu.

STARTING THE GAME

From the game's Main Menu, select New Game to start fresh or Load to return to a previously saved game. If you choose New Game, you'll be prompted to select a Difficulty level — Easy, Normal or Hard. Next, you'll choose to play as either Niobe or Ghost. Select either character to get started.

SAVING AND LOADING

At specific points throughout the game, you will be prompted to save your progress. You must have a memory card in MEMORY CARD slot 1 to save a game. Choose an empty game slot or overwrite an existing game (if you do this, the game previously saved in that game slot will be lost). Your position in the game is indicated in the saved game slot.

To load a saved game, select Load and choose your saved game. When choosing a game to load, you may start from any point at which you previously saved. You must have a memory card with saved data on it in MEMORY CARD slot 1.

OPTIONS

From the Main Menu, select Options to enter the Options Menu.

Controller

- Turn Vibration ON / OFF.
- Set the first-person control to Normal or Reverse.
- Switch controller's button mappings — the mappings for each controller configuration are displayed on the screen.

Audio

- Set the volume level of the game's sound effects, music and dialogue.

Video

- Turn subtitles for all voice dialogue ON / OFF.
- Adjust video settings.

Save Settings

Save your current controller, audio and video settings.

VIDEOS AND CINERACTIVES

Enter The Matrix tells its story through a combination of live-action film footage, in-game movies called "cineractives," and the actual gameplay. Clues and instructions appear in the film and cineractive segments.

HACKING

The rabbit hole is very deep, with many places to explore. You must have a previously saved game stored in order to begin hacking. After that, you're on your own.

NIOBE AND GHOST

Playing as either Niobe or Ghost is a matter of personal preference, but playing all the way through the game as both characters, and playing well, is the only way to experience the full *Enter The Matrix* story.

NOTE: Except where specifically noted below (i.e., in the driving and hovercraft piloting sections), the controls and capabilities of Niobe and Ghost are identical. Unless noted, where a feature for one character is described, that feature is present for the other character, too.

NIOBE

Niobe is the hard-as-nails Captain and pilot of the *Logos*, the smallest and fastest hovercraft in the Rebel fleet. Niobe is a superb hand-to-hand combatant. Her skills as a hovercraft pilot in the Real World, and her driving skills in the Matrix itself, are second to none.

GHOST

Ghost is the First Mate of the *Logos*, and a true spiritual martial arts warrior. To him, weapons are nothing less than works of art, and they are deadliest when in Ghost's calm, practiced hands. In battle, Ghost's body and mind become perfectly focused, working in flowing unison.

SPARKS

Sparks is the third crewman of the *Logos*, serving as Niobe's and Ghost's operator during their missions into the Matrix. Sparks is a wild, brilliant, hyperkinetic voice on the other end of the cell phone. You'll be in constant touch with Sparks as he relays key information and strategic advice.

PAUSE MENU

At any time in the game, you can press the **START button** to access the Pause Menu. Use the **directional buttons** and the **✖ button** to select from the menu. Press the **START button** to return to the game.

Continue – Return to the game.
Objectives – List level objectives.
Controls – View the current control configuration.
Tips – Display basic gameplay tips.
Quit – Quit to Main Menu.

HEADS-UP DISPLAY

The Health meter displays your current health status.

The Focus meter displays the current level of Focus time available (see Focus Moves on page 19 for more information).

The Radar indicator shows the distance and direction to the next objective. If the indicator turns red, you are facing the wrong direction. You may need to go around obstacles to reach your next objective.

The Weapon displays show the currently selected weapon for either hand and its available ammunition.

MOVING AROUND

The **left analog stick** controls direction and speed for both walking and running.

When facing an obstacle such as a wall, move close to the object and then tap the **left analog stick** forward as if to walk into the object. Your character will turn his or her back and press up against the object.

If the object is low, your character will automatically crouch down and hide. You can use the **left analog stick** or the Strafe buttons (**L2 button** and **R2 button**) to move or creep along the obstacle.

You can peer around corners by turning your back against an obstacle and using the **left analog stick** or the Strafe buttons to move to the edge and peer around. Your character can even fire weapons from behind cover in this fashion: Move to the edge of the obstacle and press the **R1 button** to lean out and fire. Release the **R1 button** to stop shooting, and release the **left analog stick** or the Strafe buttons, and your character will move back behind cover. To jump out and surprise enemies, press the Jump button (**✖ button**) as you look around the corner.

Holding down the Focus button (**L1 button**) while jumping will increase the length of your jump. If you strafe (**L2 button** or **R2 button**), press the Focus button and then jump, your character will do a sideways cartwheel.

WALL-RUNNING AND WALL-JUMPING

Run alongside a wall, hold down the Focus button and continue running toward the wall at an angle. You'll bend the rules of gravity in the Matrix and sprint along the wall. Time it right, and you'll even turn corners while still airborne. To jump off the wall, press the Jump button.

For wall-flips, press the Focus button and run directly at a wall — you'll take a few steps up the side and backflip to the ground.

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

JUMPING AND CLIMBING

Use the Jump button to jump onto various objects, and use the **left analog stick** to climb up and down ladders and fences, or press the Jump button to quickly slide down a ladder.

Jump up to grab pipes and rails, and use the **left analog stick** to move hand-over-hand along the pipe. Press the **R1 button** to pull yourself higher onto the pipe. Move the **right analog stick** in any direction to lower yourself back down. To jump down from the pipe, pull the **left analog stick** back and hit the Jump button. Be sure you're above a safe landing spot!

Try hanging upside down for a unique sniper's perch. While on a pipe, select any primary weapon, and press the **R1 button** to hang upside down and immediately enter first-person mode. Use the **left analog stick** to aim, and press the **R1 button** again to fire. Lower yourself back down by moving the **right analog stick** in any direction.

Picking Up and Using Objects

You'll have the opportunity to pick up several items during the game — weapons, ammo, grenades, etc. To pick up the items automatically, run right over them.

Press the ■ **button** to use or activate fixed objects, like doors. The exact action triggered by the ■ **button** is context-sensitive.

Health Packs

Throughout the game, you'll have the opportunity to recharge Niobe's or Ghost's Health meter with Health Packs. To pick up Health, run right over it as you would any other item.

HAND-TO-HAND COMBAT

Niobe and Ghost are both rock-hard martial artists, masters of dozens of different styles. When it comes to hand-to-hand fighting, they are just as tough and as fast as Trinity and Morpheus.

PUNCH, KICK AND DEFEND

You'll automatically switch to a Hand-to-Hand combat stance when you attack an enemy. Mix it up with the bad guys and discover special moves and combinations that really dish out the pain.

Example: Foot Sweep

In close quarters, move the **left analog stick** down and press the Kick button (● **button**). Niobe or Ghost will do a foot sweep, dropping the enemy to the floor. Follow that up with another kick to punt the enemy across the room.

Example: Wall Kick

Again, in close quarters, back up against a wall, and press the Focus button and the Kick button. If you time it right, your character will kick off the wall to deliver a crushing boot to the head.

THROWS, CHOKEHOLDS AND DISARM MOVES

Throws, chokeholds and disarm moves are some of the special moves you can discover. Disarm moves leave guns on the ground that you can immediately pick up and fire. Some special moves even allow Niobe and Ghost to yank guns from their attackers and put them right to use.

Example: Throw

To throw an enemy, move in close and press the ▲ **button** and the ● **button** simultaneously. Your character will throw the enemy across the room.

Example: Chokehold

Sneak up behind a enemy and press the ■ **button**. Your character will apply a deadly chokehold.

Example: Counter-Throw

If you're being thrown, press the ■ **button** before you hit the ground. Your character will find his or her footing and turn the throw back on the opponent, dropping him to the floor.

WEAPONS COMBAT

In some scenarios, you'll be jacked into the Matrix with a preset weapons loadout, and throughout the game, more weapons and options will become available.

Select a weapon by pressing the **SELECT button** to display the Weapons Menu, and navigate the menu with the **directional buttons** or **left analog stick**. Press the ✖ **button** to select your weapon and exit the Weapons Menu. Alternately, you can quickly scroll through your weapons using the **directional buttons**.

To draw and fire a weapon, press the **R1 button**. Press the ■ **button** to holster weapons.

You can carry grenades as secondary weapons. In some instances, you can weild two pistols for rapid-fire, two-handed shooting.

AUTO-TARGETING

Once you've drawn a weapon, maneuver Niobe and Ghost to aim your weapon toward an enemy. When a green targeting reticle appears over an enemy, you've got him in your sights.

When you have a target sighted, you'll remain locked on that target as long as it remains in your line of sight or until the target is destroyed.

An effective tactic is to use the Strafe buttons (**L2 button** and **R2 button**) to "circle-strafe" an opponent — moving sideways while shooting at the target.

THE SNIPER RIFLE

You can use the sniper rifle as a standard weapon, or you can enter sniper mode for greater range and accuracy. Select the sniper rifle and move the **right analog stick** in any direction to enter sniper mode — the targeting reticle will appear. Zoom in on your target by pressing the ■ **button**; zoom out by pressing the ✖ **button**. To fire, press the **R1 button**.

While in sniper mode, you can strafe (**L2 button** and **R2 button**) to move left and right and help target your enemy. To exit sniper mode, move the **right analog stick** in any direction again.

THROWING GRENADES

First, select a grenade by using the Weapons Menu (**SELECT button**). Press and hold the ▲ **button** to throw — but be careful to avoid the blast radius of your own grenade!

THE WEAPONS

The following is a partial list of the available weapons in the game. You'll discover more weapons and special ammunition types as you progress — keep your eyes open!

.380 Security Pistol – Small clip size and under-powered ammunition, but a common choice for security officers and police.

92FS Automatic Pistol – Standard automatic pistol used by police and military agencies. Large clip size and high-velocity ammunition. Great when wielded in pairs.

p229 S Automatic Pistol – Excellent all-around performance. Ghost's primary handgun.

9000 S Automatic Pistol – Smaller frame size, but packs the same punch. Niobe's primary handgun.

.50AE Automatic Pistol – The most powerful handgun in the game, often carried by Agents.

MP5 Submachine Gun – The gold standard for weapons of this type. Commonly carried by SWAT officers, the MP5 can be fitted with a flashlight or infrared scope.

M16 – The U.S. military's standard battle rifle for more than 30 years.

M240 Machine Gun – Heavy-duty machine gun, in standard use by U.S. Army and Marine Corps. Often mounted on vehicles and aircraft.

Shotgun – Tremendous short-range stopping-power more than makes up for its slow reload time. Can be fitted with a flashlight.

M95 .50 Advanced Sniper Rifle – The sniper's best friend. Deals massive damage, even at extreme ranges.

Flash-Bang Grenade – Blinds and disorients with a loud bang and brilliant flash. Used by SWAT teams during forced entries.

Offensive Grenade – Lethal fragmentation grenade, perfect for clearing enemies from behind cover.

40mm Grenade Launcher – Fires high-explosive grenades that detonate on impact.

DRIVING & SHOOTING FROM CARS

WHEN PLAYING NIOBE...

Niobe always takes the wheel during the game's driving levels. Her driving skills are second to none, but you'll have to push her right to the limit to survive.

When playing Niobe, keep in mind that Ghost will be riding shotgun — make sure he's in a good position to make his shots. Think of your role not only as the driver/navigator, but also as the means to deliver Ghost to the enemies.

WHEN PLAYING GHOST...

Niobe is the best driver, and Ghost is the best marksman with every weapon imaginable. It's Ghost's job to provide covering fire so Niobe can drive you both to safety.

Enemies can come at you from any angle. Think of your role as clearing a path for Niobe while protecting her from enemies.

PILOTING & SHOOTING FROM HOVERCRAFT

WHEN PLAYING NIOBE...

Niobe is the Captain of the *Logos*, and the best damn pilot in the fleet. She'll always take the helm of the *Logos*, the fleet's fastest, most agile hovercraft.

You'll pilot the ship through ancient steam, sewer and electrical tunnels, with hazards at every turn. Ghost will provide covering fire, so it's your job to get the *Logos* through the tunnels as fast as possible and in one piece — easier said than done.

WHEN PLAYING GHOST...

Ghost takes the *Logos'* gunner position, operating cannons located on both bow and stern. Niobe will aggressively lead the way through the tunnels, but the real danger is "Squiddy," the relentless war machines bent solely on your destruction. Niobe can handle the flying — you just need to keep the Sentinels from catching the *Logos*.

FOCUS MOVES

Discovering all of Niobe and Ghost's abilities in the Matrix is the key to your success. In the Matrix, Niobe and Ghost are fast enough to avoid bullets and defy gravity.

They're so fast that, for them, time slows to a crawl. Unlocking these abilities will be one of your biggest challenges as a player.

To bend the rules of the Matrix, the rebels need to learn how to free their minds. To do this, they need to Focus.

The Focus meter in the lower right of the HUD displays your resource pool of Focused ability.

Pressing the Focus button (**L1 button**) while running, jumping or fighting unlocks Niobe and Ghost's spectacular (and more useful) capabilities. Focus can also keep you out of danger — you'll be a harder target to hit. For example, hold down the Focus Button and tap the ■ **button**, and your character will perform somersaults and cartwheels, useful for dodging bullets.

The longer you hold down the Focus button, the more you draw from the limited resource of the Focus pool. When the meter hits zero, Niobe and Ghost return to their normal levels of speed and strength.

The Focus pool slowly regenerates itself, but it's a precious commodity — use it wisely.

Note: Focused abilities are available only within the Matrix itself. In the Real World, you're on your own.

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Cast

(In Alphabetical Order)

The Oracle
Mary Alice

Kali
Christine Anu

Soren
Stephen Bastoni

Vector
Don Batte

Councillor Tuchman
Francine Bell

Persephone
Monica Bellucci

Elevator Security Guard
Gunther Berghofer

Agent Johnson
Daniel Bernhardt

Bane
Ian Bliss

Zion Controller
Michael Budd

Ice
Kelly Butler

Zion Operator
Josephine Byrnes

Operations Officer Mattis
Zeke Castelli

Seraph
Collin Chou

Corrupt
Paul Cotter

Maggie
Essie Davis

Wurm
Terrel Dixon

Morpheus
Laurence Fishburne

Shift Security Guard
Daryl Heath

Sparks
Lachy Hulme

Ballard
Roy Jones Jr.

Abel
Malcolm Kennard

Agent Jackson
David Kilde

Keymaker
Randall Duk Kim

Mauser
Chris Kirby

Colt
Peter Lamb

Commander Lock
Harry Lennix

Computer Room Technician
Tony Lynch

AK
Robert Mammone

First Operator at Command
Joe Manning

Agent Thompson
Matt McColm

Security Bunker Guard #2
Scott Mclean

Computer Room Guard
Steve Morris

Trinity
Carrie-Anne Moss

Zion Gate Operator
Rene Naufahu

Councillor Dillard
Robyn Nevin

Cain
David No

Jax
Socratis Otto

Link
Harold Perrineau

Niobe
Jada Pinkett-Smith

Twin #2
Adrian Rayment

Twin #1
Neil Rayment

Neo
Keanu Reeves

Second Operator At Command
Kittrick Redmond

Lock's Lt./Command Centre Lt.
Rupert Reid

Roland
David Roberts

Ajax
Shane C. Rodrigo

Systems Analyst
Thomas Scott

Binary
Tahei Simpson

Trainman
Bruce Spence

Tyrant
Frankie Stevens

Malachi
Steve Vells

Security Bunker Monitor Guard
John Walton

Agent Smith
Hugo Weaving

Councillor West
Cornel West

Axel
Leigh Whannel

Merovingian
Lambert Wilson

Ghost
Anthony Wong

Councillor Hamann
Anthony Zerbe

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Michael Bell
David Bowe
Nika Futterman
Maura Gale
Richard Green
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We Wish To Thank The Following For Their Assistance:

Scott Barrett
Heidi Behrendt
Yves Blehaut
Sara Borthwick
Jean-Claude Boursiquot
Eric Bram
Dave T. Brown
Jeanne Burgman
Gerald "Monkey" Burns
Nancy Bushkin
Dan Butler
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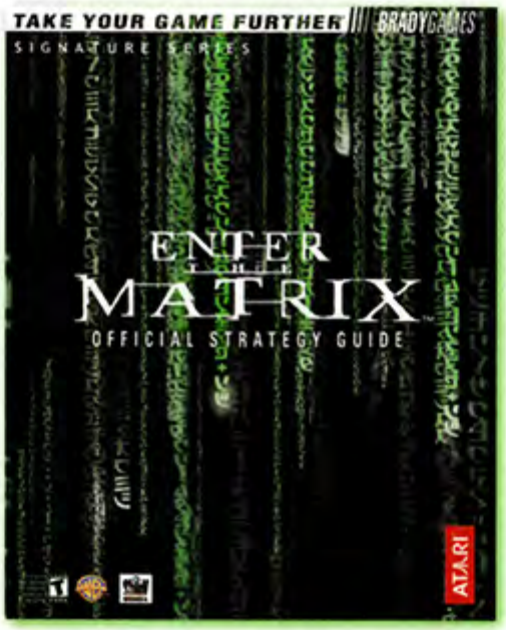

The first strategy guide to interact with the game itself.

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