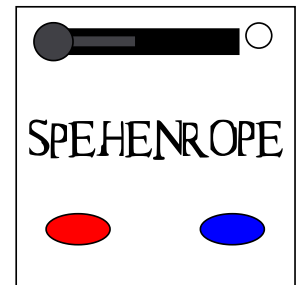


## On the Subject of The Matrix

*Free your mind...*



- The module consists of two rotating pills, a pair of scrambled, cycling names (Matrix access codes) and a switch with which to access the Matrix.
- To solve the module, you must choose and press the correct pill at the correct time.
- Begin by unscrambling the two names on the module. Cross-reference them with the below table to determine the amount of time (in seconds) that you may safely access the Matrix.
- Exceeding the amount of time you may safely enter the Matrix will eject you from the Matrix and cause a strike.
- You may only enter the Matrix once every minute. Wait for the system to reboot before re-attempting access. Attempting to access the Matrix whilst the system is rebooting will cause a strike.
- Pull the access switch to enter the Matrix. Pull it again to safely leave.
- Upon entering, the pills will stop rotating and the code will freeze.
- Inside the Matrix, you will find six rapidly cycling words.
- **One of these words is a glitch.**
- Five of the six words will appear on one of the lists below. The anomalous word is the glitch in the Matrix.
- If the number of characters in the glitched word is even, press the red pill.
- If the number of characters in the glitched word is odd, press the blue pill.
- It is vital that the system has located you before pressing the pill.
- Consequently, you must press the pill when the last digit of the seconds' timer is equal to the list number that contains the non-glitched words.
- Pressing the wrong pill or pressing at the wrong time will cause a strike.
- The Matrix access codes will reset upon every system reboot. The words inside the Matrix will remain consistent.

**Matrix Access Codes**

	Twins	Neo	Seraph	Cypher	Persephone	Tank	Dozer	Mouse	Switch	Architect
Smith	45	30	27	24	21	18	15	12	9	6
Merovingian	30	27	24	21	18	15	12	9	6	9
Morpheus	27	24	21	18	15	12	9	6	9	12
Niobe	24	21	18	15	12	9	6	9	12	15
Bane	21	18	15	12	9	6	9	12	15	18
Oracle	18	15	12	9	6	9	12	15	18	21
Keymaker	15	12	9	6	9	12	15	18	21	24
Link	12	9	6	9	12	15	18	21	24	27
Trinity	9	6	9	12	15	18	21	24	27	30
Apoc	6	9	12	15	18	21	24	27	30	45

**Matrix Word Lists**

List 0	List 1	List 2	List 3	List 4
Headjack	Utopia	Metacortex	Fight	KungFu
Phone	Mind	Flint	Free	Choi
Dystopia	Squiddy	Nova	Nova	Red
Control	Guns	White	Blue	Blue
Paradise	Trace	Rabbit	Fields	Pill
Utopia	Spoon	Follow	Choice	Jump
Version	Machine	Matrix	Battery	Program
Nebuchadnezzar	Red	Free	Program	Agent
Zion	White	Neural	Flint	Sentient
Fight	Paradise	Mind	Headjack	Squiddy

List 5	List 6	List 7	List 8	List 9
Dystopia	Sentinel	Elevator	Trainman	Prison
Rabbit	Machine	Sentinel	Spoon	KungFu
Jump	Prison	Choi	Cookie	Interface
Code	Human	Matrix	Elevator	Neural
Mirror	Fields	Nebuchadnezzar	Hardwire	Trainman
Cookie	Battery	Control	Choice	Hel
Human	Code	Metacortex	Trace	Agent
Pill	Training	Sentient	Mirror	Training
Follow	Guns	Unplug	Unplug	Zion
Version	Hel	Hardwire	Interface	Phone