

MATRIX GAME

—USER DOCUMENTATION—

Story

In a dystopian future in which humanity, without their knowledge, trapped inside a simulated reality, the Matrix, created by intelligent machines to distract humans, a hacker named Neo organizes an unprecedented revolt against machines with the help of his companions. As his initiative turns into a revolution, agent Smith who is a human-like AI missioned to destroy any source of instability, tries everything to prevent Neo from accomplishing his goals.

What is your Goal?

In the Matrix Game, you are the AI managing the simulation. However, you are subjected to constant attacks coming from humans and as a result, you should deploy agent Smiths who can shoot at the antagonists. In order to deploy more agent Smiths, you need more energies. Energy is gathered from machines which can be deployed onto the simulation as well. In the simulation, there are 24 tiles(4x6) in total and all of them are deployable unless there is either agent Smith or machine on them. Your goal is to prevent humans, Neos and Morpheuses from reaching to the far left of the simulation screen.

How to Play?

There are two cards on the upper left corner of the screen. You should click on the card of the character whichever you want to deploy onto the tiles. Then, you should click to the tile in order to deploy the character. Remember that machines and agents have different energy costs. In order to collect the energies, you should click on them as soon as they are created by machines. You can pause the game by pressing **P** and quit by pressing **E**.

Antagonists

- Human

There are three types of antagonists in the game. First level antagonists are humans which spawn relatively more often. Humans have no special power and only damage agent Smiths.



- Morpheus

The second level antagonist is Morpheus. Morpheus spawns in approximately 15 seconds. He is a tank-like character who increases his damage as his HP drains. Do not let any Morpheus reach your machines! Otherwise, they might take down your defenders with one hit.



- Neo

Neo is the third level antagonist in the game. He spawns relatively less. However, he has the special ability to dodge the bullets of agents by 50%. Thus, as soon as you see a Neo approaching to your defenders you should focus on destroying him, otherwise it might be too late for the simulation!

