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mib file. The main menu was updated to support allowing the player to change the name of the player character in the first person view. The results of these changes are to allow the player to choose from two first person view characters: Neo and Morpheus. The

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second update introduces the ability to create the player character yourself by selecting from a range of different characteristics (strength, agility, vitality, and wisdom) which affect the player character's base stats. This allows the player to create a character similar to how the characters are created in the video game. The third update introduces two new elements to the Matrix reality. These are hacking and shield. Hacking allows the player to remove the hand of the opposing player by hacking their hand in the first person view. Shields allows the player to be

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protected from an attack by an opposing player or a simulated attack by a software program. The fourth and final patch introduces the simulation mode, which allows the player to join into a simulated virtual reality, complete with audio and visual effects. The player can interact with the simulated version of the Matrix and its inhabitants."

**Reception** The game received "favorable" reviews according to video game review aggregator Metacritic. Dan Whitehead of GameSpot gave the PlayStation 2 version of the game a 9.0/10, and

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said that the game "strikes a delicious balance between providing enough content to allow for a deep and rewarding experience, while keeping a light touch on everything that makes the series so engrossing.

The Matrix games have always offered up a compelling universe that never lets players stray far from the core experience, and The Matrix is no exception. This is a great example of an enhanced remake that honors the original while making improvements and adding its own unique touch." The GameCube version of The Matrix received

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"generally favorable reviews", while the Game Boy Advance version received "mixed or average reviews", according to the review aggregation website Metacritic. References

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He's a bit of an absolutist when it comes to his workload. He

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loves to work; he loves to learn; he has a unique passion for what

November 22, 2548 A.D. - Game update (patch) for The Matrix: Path of Neo Action Games Patch #1 EU, added on Tuesday, November 22, 2005. File size: 52.5 MB. Game update (patch) for The Matrix: Path of Neo, an action game, patch #2 EU added on Friday, November 27, 2005. File size: 54.9 MB. Game update (patch) for The Matrix: Path of Neo, an action game, patch #3 EU, added on Sunday, November 29, 2005. File size: 51.7 MB. Game

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update (patch) for The Matrix: Path  
of Neo, an action game, patch #4  
EU, added on Thursday, December  
2, 2005. File size: 50.4 MB. Game  
update fffad4f19a

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