

# THE MATRIX ONLINE

## MEMORIES

After the announcement to close the servers was made, Community Relations put out a call to the community requesting favorite memories of THE MATRIX ONLINE. In their own words, both players and employees contributed the following memories.

While I can't say I was a hardcore MxO player like you guys, I have to say I really loved the game, and think the community is great. I just wanted to say GG to all of you, and thanks for the good times.

- saavedra

Meeting everyone one at FF 08 will definitely be remembered in my book. I have made some good friends since I started playing MxO back in Beta and hopefully we will be able to keep in touch and play other games together.

- Kybutra

More than I can remember, but the highlights off the top of my head:

- RFZ DJs roleplaying the end of beta event
- TasteeWheat taking us to the White Hallways and White Room before it was allowed
- Being forcibly recalled by Seraph
- Finding one of the Morpheus clones on the Mara Church rooftop and watching him plant a codebomb
- Playing a part in the Winter Brood event where the Cypherites took out half our fleet

- TPaine

Honestly, I've had so many, many laughs and good times in this game that I'd need to have [more space] to account for all of them and I'd still be forgetting some.

Fan Faire 07 and 08 (possibly 09) are obviously the most unforgettable times and most enjoyable as they occurred in the real with people whom are now considered friends (Mostly :) ) and if you'd told me when I started that I would have had that kind of enjoyment, and that kind of interaction in and out of game, from a video game I wouldn't have believed you.

- Yasamuu



*Hovercraft by Aquatium*

I will just remember all of the friends I've made in this game.. you know who you are, because I talk to most of you outside MxO . And also the stretchy sati's and the entire Ch 7 event with the red sky.

- Paschendale

Getting my beta key October 7th, 2004 // Pretty much all of the beta experience // Waiting around the hypercube in the last few days of beta for Morpheus to show up // First few months of live // Talking to Invalesco // Morpheus' code bombs in Mara C // Making videos with The Furious Angels // RadioFreeZion // Not necessarily an in-game memory, but Pblade introducing me to various Photoshop techniques // Going afk for 10 seconds in Stamos and coming back to a meatwad RSI at the hands of the Assassin // Flit gun fights with Voyle // Hanging out at Mara C with xGabrielx waiting for people to fight

- FAOriem



My greatest memory, my greatest accomplishment is the result of two level 50's. Professor Chaos, a Mero, and myself had a child; Kira Catherine was born April 21st 2007. Her parents were 50's and I had always hoped that someday, she would go beyond her programming and become a 60. lol. But in all seriousness were any other children born to 50's? A truly unique honor.

- Davo

I couldn't wait 'til my birthday in 2005 (it was the end of June), because that's when I told myself I'd get into the MMO world, and there was only one choice for me. Weeks later, we were still dealing with the handoff to SOE, and I felt like someone had just numbered our days. I'm surprised we made it this far, and I wish we could keep going.

That first time online... 10 or 12 servers, and tons of people, everywhere. Learning the ropes, getting helping hands from strangers, and finishing that first session with a random kiss in the rain.

Since then I've seen: Fly Virii, Assassins, The General, Flit Guns, Anome, many appearances by The Kid, Morpheus and Neo being as dead as any soap-opera character, The Effectuator, random fun with Niobe, Overrides running around, and much more.

I even had time to unwittingly give Persephone a lap dance in the middle of PvP. There were Factions galore, at one point so many I lost track of them all. But I remember Serenity. And HAL. And can credit The Vixens as my reason for being here today to see the end.

- MxOWinterMute

### Beta

- Receiving my Beta invite and running around my apartment like a mental patient.
- Sirens' parties (designated driver required kthx!)
- Zero One War between The Collective, Furious Angels, RiP, Digital Army & Vereor Nos.
- End of Beta Event
- Live Event Characters appeared
- Private meeting with Morpheus to be scolded for our "treachery" as machinists.
- Eyes in the sky and Agent spawns
- Mass PvP everywhere
- Fighting Furious Angels alongside LET Agents in Stamos

### Live

- During the first month, hunting Morpheus relentlessly; chasing him from Club Avalon to Uriah.
- Hitting 50 on Method.
- Bulldogging Morpheus before his fight with Ookami.
- Being marked and terminated in Mara by the Assassin during some mind-numbing PvP. Assassinator FTW!
- First night of Recursion (after merge). PvP was god-like!
- Hitting 50 on Vector.
- Killing TBone 15 minutes later.
- CR2 QA Server
- Server Wars
- Hanging out with Dracomet in Murasaki.
- Dracomet's epic Mara spawns.
- [Large gap of time spent mostly grinding out more 50s for RP/PvP]
- Being invited to join LESIG (<3 Syntax Cyphs 4 Life)
- Hitting 50 on Syntax.
- Ending of the Truce (/rawr).
- Cap0ne's epic lulz Assassin Mask event on Recursion.
- Getting last hit on Vulg (Recursion). It can happen afterall!!!
- Retiring from LESIG (sad panda)
- [Super Secret Stuffz]
- Grinding out my 9th and final 50.
- [RESERVED: Final Event? Mehbeh??]

Above all, my greatest memory is meeting some of the coolest people on the intraweb. Each server is full of a vast wealth of character. Love them or hate them, MxO's community is surpassed by none. It will be an honor and privilege to be meatwadded with you fine people in the end. /humblebow

- Garu

I just wanted to say on behalf of myself and the old, old moderation team... I'm gonna miss everyone! This was one of the best communities I have ever moderated in and I don't think that will ever be replaced. I have been through a lot with you guys, both good and bad, but regardless of whatever it was... it was great!

- Jurymen



Mara Church by JetBlack



I have so many memories of when the game was new and no one knew how to do anything, I quite literally walked into walls a few times in mission trying to figure out the game.

I loved the group grinding just to get to level 20, we were so proud of ourselves. The dungeons were another great team mission. Man I miss those days.

I remember the very first day of playing; I was a level two and I didn't know how to fight. I would just shoot my gun. Then one time in Camon I turned around and like ten bell sisters were running after me!! I was scared poopless!

- Midnight



*The Effectuator by Aquatium*

As for me... how to catalogue such a whirlwind, topsy-turvy experience as MxO? I can still remember stepping out of that first Hardline back in the beginning of 2005, towards the end of the public BETA. I was in Eshean, and my graphics card stunk. It was nighttime, so the floor wasn't visible in about a 50 foot radius around me, and I had gray hair and white features.

Many months later, during live, when I was roughly level 35, I got my new graphics card, and found out I had Sandy hair and some weird-as-hell facial tattoos. Naturally, it was a shock. But nevertheless; that was what PBlade was to the Matrix world, and that's how he stayed. The only change I've ever made was to give him Brown hair when the RSI pills came out.

PBlade was never the most ingenious name, nor did it have any back story to it; you couldn't expect much from a 15 year-old high school student approaching his GCSEs. But PBlade was his, and he's mine now, even if he's a little underused of late. He's my character, and although I've nearly abandoned the moniker in my online life, he will always be the first online name I had in the first MMO I ever played. I adore that funny looking b\*st\*rd.

I remember the end of BETA. I wasn't able to stay up until the very end--I had school, I think--but what I did experience was my second true taste of what MxO events were capable of (the night before, the Assassin took a shot at Morpheus. It was a bit of a mess, but the feeling of excitement made up for it). The EoB, though, was a rollercoaster of excitement and a coy promise at what could be when the game went Live. There was fighting, drama, system messages; people were fighting for their lives as they were called out by the system to be destroyed. I've had some good events in MxO during my time and, whilst I don't want to be flying the BETA flag, I don't think I've had a better time than that event.

More than the event itself, though, and the furor everybody experienced, I remember my faction. Sadly now, a shell of its former self, when I first joined The Children of Zion, I joined a fraternity of some of the most absolutely amazing people I'd ever had, and ever will, have the privilege of meeting. There was the laid back Baku, Faction Leader and an exceptionally good man. LostProphet took up the spiritual seat of Second in Command, and found himself dealing with a lot of the Administrative tasks that a MxO faction accrued. He seemed to enjoy it, though. To this day, I'm glad I can call him a friend, too.

There were so many others... SoftKopy, Corbinator, PaPPy, TwiXX. All people who have more common sense in them than I still do in my little finger. A finer bunch of people I could never have asked for in faction mates. It was the death of CoZ, more than any development issue for me, that signaled the end of MxO.

I could talk about events, and scenarios in MxO that shaped and formed the experience in detail, but I'd take up far, far too much time. I've already mentioned LESIG in the LESIG thread: they know strongly I respect and thank them. The Vector PET was a time of my Vector Experience I'll never forget. When somebody told me after an event they thought that LESIG had performed it, I couldn't have been happier. There were MxO Live Events, PET Events, LESIG Events, and Rarebit Events, all of which I can say I'm proud to have been a part of. Perhaps I'll elaborate on them another time.

Interesting to note is that, whilst I fell away from MxO a lot, I never unsubscribed. For 4 years now, I've maintained a subscription. For whatever reason, I found it impossible to part with the game. And now we all find ourselves with no longer having a choice--the fundamental facet on which the ethos of the Matrix was built has been taken away, and MxO faces oblivion. I have no choice but to quit now, with the rug gone from under my feet.

But I will remember what MxO was to me; more than just a game, I suppose it was a learning and growing experience for a young 15 year-old chump who didn't know much about the internet or life. Now I'm a 20 year-old chump in University who, thanks to the people I've met, things I've seen and been made to think about, and the friends I've made in this game, can say he's done more than 5 years worth of learning and growing up whilst he's been around.

Let's have some fun in the final 2 months, and remember what MxO was and should've always been.

- PBlade

The Hovercraft Battle for Commander Lock // Catching Conneron // Convincing Festaneve to get reinserted // My Dead Winter Dead event // The Champagne Room // The SOE transition // Old live events// Et cetera.

- Neoteny





VectorPET as Special Agent Spearing, Working as Ancelin, Dying as a Cyph because Cypherites don't break down but took revenge as Nagatee, Lol, quitting twice but hey... one haz ideas. \*\* LESIG as Reposco rolling Mechs at Mara C, Duelling with Wolf and winning, once or twice, Codebombing/Flamevirus event as Malarch on Syntax - in that rogue EPN crew. Missing out on the infamous event with The Oracle and Seraph in that basement (lol)... and that's it I think, and RP'ing with Tranque and NightTrace, that was really interesting at times. \*\* AB Team being involved with Agent White, the Semi conductor and Skyqueen. Good stuff, peeps. Good stuff! \*\* Oracle 4 person meeting - oh if Ollie would shut up! Else a great event! // Mission team with Ghost (twice) Just the usual shoot up Commandos! Still fun though ;D \*\* MxO4LIFE! Fond memories alright!

- Synapse777

Well, I'm just gonna go for it and try to keep these as close to in order as possible. My first memory of the game was getting a better video card so I could play and finding out that my first character had purple face paint. I thought I had just made a bald guy. I remember Linenoise and an old CvC party where I fought a guy 20 levels higher than me and got him to half health. I remember IP Conflict killing people at live events who became flagged. There were some great times and some unfortunate ones. I remember chasing Invalesco. I remember many run-ins with The Assassin. All of the meetings with The Merovingian and parties in Club Hel can't be forgotten.

The memories are truly too many to list, but the most important were the people. I remember the day I met Harpalos at the Merovingian organization collector and we've been great friends ever since. I remember all the fun times with Caillech. I could rattle off so many names of people in this game that I had a lot of fun playing with. Without a doubt my favorite factions were Winter Brood and Dark Evolution. So many great people in those factions alone. This game may end, but ZaneZavin will live on.

- ZaneZavin

The first awakening in the Matrix, the music, the code, the fading in of reality...it all worked and it never got dull seeing that code!

Running into Ozzin and Leelia on the way to fight Tengu and discovering the Oriens Veritas.

The White Room Party

Club Hel Party(s)

The Code-Bombs and the death of Morpheus. Suprising storytelling, and intelligently done so that we all had a chance to interact.

The Return of Morpheus (sim) -

So many parties, so many twists and turns in the story, so many "Matrix" moments, an amazing sense of reality/unreality, huge discussions on the moral and political rationale of the Cypherites/EPN/Human Machinists, and all in all fun. MxO will be missed, the memories will remain forever.

- Zampano1981



*The Color of Silver by Cervacius*

VectorPET as Special Agent Spearing, Working as Ancelin, Dying as a Cyph because Cypherites don't break down but took revenge as Nagatee, Lol, quitting twice but hey... one haz ideas. // LESIG as Reposco rolling Mechs at Mara C, Duelling with Wolf and winning, once or twice, Codebombing/Flamevirus event as Malarch on Syntax - in that rogue EPN crew. Missing out on the infamous event with The Oracle and Seraph in that basement (lol)... and that's it I think, and RP'ing with Tranque and NightTrace, that was really interesting at times. // AB Team being involved with Agent White, the Semi conductor and Skyqueen. Good stuff, peeps. Good stuff! //Oracle 4 person meeting - oh if Ollie would shut up! Else a great event! // Mission team with Ghost (twice) Just the usual shoot up Commandos! Still fun though ;D // MxO4LIFE! Fond memories alright!

- Synapse777



I think my single fondest memory of the Matrix is when I first found the way to go under the city using the subway system. I forget the actual subways. Being under the city (and where we were not allowed to go) and finding the White Hallway (The ones under the water, not the hallways that are there now). It was a very exhilarating feeling and the closest I ever got (back when I was very addicted to the game) to really feeling a part of the Matrix. Bending the rules. Going where we were not allowed to go... scared of being caught or shot by overhead mobs who could still agro on and shoot you.

- Tefnut



Salvent by TheSorrows

- Getting killed by Ookami while in a BDSM outfit.
- ChloeAnn: ohh, my \*insert word here\* Yas
- Meeting Ingus and the rest of the guys of Dark Mavericks.
- Meeting up with Rejex and Stanten on their first official night
- Me and Zippy going Merv to Mech in a day
- Getting to 50 on Recursion
- Setting the record for the most consecutive wins on Fight Night Tour
- Toluca

- Goligoth

I remember at Fan Faire last year that I had my mint copy of MxO and was in the elevator at the hotel, and a guy walked in. I spied the nametag and saw that it was indeed Raijinn. So, I asked him to sign my game box. The only sucky part is that I'd only brought my silver Sharpie with me at that point and the signature didn't show up too well. It was cool to talk to him one-on-one like that even though it was for a second. And thanks for signing it Raijinn.

- ArchDuke

When I first got this game I had my doubts just due to the fact that I was stuck at Mara C for 3 days the first week of release with Twister from Shadows of the Infinite...but after that it was a great experience.

- Creation of ML
- Exploration of the MegaCity
- Having my name in one of the Patch Notes
- LED Agents coming after me for illegal contraband
- Talking with Invalesco
- Helping Morpheus release the code bombs
- Everything that involved the Assassin
- Being able to infiltrate the Cypherites as a spy when they were under Zinco Batteries
- Novallis II
- Being able to fight Agents and live events characters
- TheWatchmaker event / Joker events
- Scanline, United Tomorrow, and Puzzle
- Hanging out at Mara C
- RadioFreeZion and making the ML Chronicles

- Outlaw

- Pwning Regression's live events with Foxxdie and the Revenant
- Iskaryot. Enough said.
- Chasing TaeCross around the city in an effort to figure out which church he was going to bomb next, only to be interrupted by NightTrace as he accused me of being in on the scheme. Then TaeCross uses the confusion to bomb the church. GG, Trace
- Ettaric and I helping protect some technician cause we had nothing better to do and ended up getting cookies from the Oracle
- Running around as Eliseus when he first appeared and people were following him around
- Opus Neo
- PoyntBlancery
- Algorithm: Black and my portrayal of all the characters I played. Especially Brian Gauss.

- Archangel



- Running Beta with CotC
- Meeting all the awesome players in Beta and running with them through the first year
- The Enumerator Zion raid on Club Hel before they locked it down
- Morpheus' funeral and the fight to get and stay there for lowbies
- Hitting 50 at 3am after running all day with the old CotC faction
- Stepping out into the Downtown area for the first time
- Running the white tunnels and the very first Agent chase, as many have stated already!
- The very first outfit crafted in game and feeling like a mismatched clown

- Terminal



*Like A Thousand Competing Quandries by FaraRose*

- Joining NI on vector (the RP meeting was a first for me and I fell in love with RPing from then on)
- first PvP case around chinatown which lasted a good 10 min
- first agent jumping my first meeting I was involved in (hearing everyone scream agent over teamspeak made it a classic as my thought was, ah just like the films, don't bother fighting it just leg it!)
- been given command of my own ship
- Best moment: jacking in the minute the truce ended, watching someone getting chased by an agent and having the two people next to me merely state "ah c\*\*\* this cant be good"
- the Em meeting not long later.
- helping ghost kill the agent
- and last but not lest taking part in so many live events (and helping out in one even though i was too low level to fight )
- I've not been on a long time, but I'm sure as hell going to help Zion in the matrix last moments.

- steadyhand

I miss fighting for goals that everyone said were unachievable.

Whether that was in-character, as Phrack, or on the forums, with efforts to save the game. I can't count how many times I've been approached by various people in the community, and told how much they admired me for my dedication... however stupid my dedication may be.

I learned early on that when you set your goals beyond your reach, it will get disheartening after a while... but any steps you make which progress toward them will be so much more exhilarating.

- Phrack



*Pandora's Box by Dragonram*

- Halloween and Christmas back when the game was first released
- The blue sky event, that was probably one of my first major events. I'd never seen the place so populated, with live coverage of it on the radio. God that was awesome.
- Randomly bumping into game chars, like the Oracle and Architect.
- Receiving a hug and a cookie from the Oracle. That was epic. Only 6 of us were allowed in. DE representing ftw.
- There's just too many to go through.

- Mona



I'm a pretty old Red pill. I was a member of Deadly Elements which was a pretty big faction. I played for 3 years straight, I loved pvping, especially in the constructs.

I'd just joined the game after Morpheus had been killed by the assassin, and viral bombs were dropping on Mega City. Other fave times include Halloween when people would gather around pumpkins and try for their costumes. But my best must be when the assassin was entering the Matrix. I got a call from a friend at 2am waking me up to jack in and help. I was tired as hell but glad I didn't miss it. There are so many things I love about MxO. I planned to return again this month, but was gutted to find out the servers were closing, can't believe I won't be able to play again

- LIONHEART



Halloween 2006 by Porph



Halloween 2007 by Porph

VectorPET as Special Agent Spearing, Working as Ancelin, Dying as a Cyph because Cypherites don't break down but took revenge as Nagatee, Lol, quitting twice but hey... one haz ideas. \*\* LESIG as Reposco rolling Mechs at Mara C, Duelling with Wolf and winning, once or twice, Codebombing/Flamevirus event as Malarch on Syntax - in that rogue EPN crew. Missing out on the infamous event with The Oracle and Seraph in that basement (lol)... and that's it I think, and RP'ing with Tranque and NightTrace, that was really interesting at times. \*\* AB Team being involved with Agent White, the Semi conductor and Skyqueen. Good stuff, peeps. Good stuff! \*\* Oracle 4 person meeting - oh if Ollie would shut up! Else a great event! // Mission team with Ghost (twice) Just the usual shoot up Commandos! Still fun though ;D \*\* MxO4LIFE! Fond memories alright!

- Synapse777



Agent Gray Machine Controller  
by Dakari

I have lots of memories.

- Running around in Mannsdale in beta with a few other people completely lost.
- Waiting for the Assassin at random places, then him just popping up on TGS in front of Club Sanguine.
- All the parties I've been to and the two I've thrown for Christmas.
- Brewko coming to Mara C when it so just happened to be my birthday and changed a bunch of us in Club Hel costumes
- Finally hitting 50 on Syntax, then eventually on Recursion, and being forced to also hit 50 on Vector
- Finally being able to jump on the top part in Club Hel (so funny)
- Our little 'leave neo alone' moment in Tabor west
- Halloween!!
- AFK dancin' people
- Meeting Effy for the first time (haha)
- Si radio 24-hour dance party

- ChloeAnn



- End of Beta - in particular Radio Free Zion's live coverage of the agent spawn madness.
- The race for the one, with the bonus that changed depending on which org had collected the most frags. (and reading what all the frags said)
- The thrill of being a lowbie and running your first missions across Westside, international and DT... madly trying to avoid gang aggro and agent spawns.
- The event where we were chasing the compiler programs that ended up making the N30 agents for the General.
- Meeting Morpheus at Mara C for the first time.
- The first Sleepwalker Spawn catching me by surprise.
- The Cryptos Boxes
- The Bluesky concert sets with the player-made videos.
- Getting killed by Ms. Tucker (complete with insult) immediately after helping take out one of the searchlights.
- Meeting Niobe after the Sleepwalkers were defeated.
- Fighting alongside Niobe and Neoteny to kill the Cyph spy in Zion. (after Neoteny's epic effort of some 9 months to follow the clues and catch the spy)
- Also player antics and posing for fun screenies.
- And Skull086 being my 100th CQ

- phi

#### Things I'll miss from MxO...

- I bought MxO 5 or 6 days before the official release for US in March 05
- Meeting the first Assassin event around Sobra Shores Church South (IIRC)
- Hitting Lvl 50 for the first time on Method before SOE and server merge
- PvPing in Mara C Days when Recursion had Active PvP on Recursion during CR1
- Being Part of The Destroyer of the Assassin's Event (Best LE ever)
- Hitting Lvl 50 on Recursion again few weeks before CR2 (Thanks to The Endless)
- Doing /rusdance around the Camon C HL Near the Church
- Chillin near My old Buddy Roedran with His Assassin's Mask
- Getting the Area K Coat at 01, Gave me Good Tatics from Guns & MKT (Gave it To LMC)
- I Got an Alternate MxO account back early in 2007 (fr33z3r)

- fr33z3r

This game was extremely fun when I played and I made a good many friends: Catzi, Gerik, Arkiya, Skyscream, Armitige, Gami, Mona20 (from recursion), Euphraxia, Ooz, XELite, Shixinfeng, and anyone else whom I've forgotten.

I love all the memories I have of this game and am happy to be part of it. It was the one MMO that got me into the world of MMOs and showed me why people pay to play them. I give WB my thanks, Monolith my thanks when so many companies pulled out of production, and SOE for stepping up and buying it when no one else would. I wish things could have been different, but I am happy to meet all that I did, and hope to see you in the game's last few months.

Even though I left the game a while ago, I still check up on it from time to time, and I was hoping for better, as I am sure all were.

- Trayden



Smackdown by P\_T

I am not going to post all the good memories I had because there are too many, I will simply salute the entire community for making this game such a special place to be. The players managed to create a complex and interesting environment, many stories, a lot of drama and good moments, epic battles, deep politics and friendships.

Without all the tools other games have, we did create a tightly knit community beside our differences and to this day I still miss this experience.

- Gothique



End of Beta, when our ops team got to help turn everyone into a crumpled wad of meat. Nothing relieves Beta stress for players and devs alike better than popping the world like a big sheet of bubble wrap.

Lorien "Lye Trick" Gremore  
Senior Technical Operations Analyst



*It Begins by HostileIntention*



*Fighting an Angel by Mantra777*

The best memories of MxO will always include the quizzes we did! There are some smart folks playing MxO who have a wealth of knowledge about The Matrix! I can not tell you the number of tells I used to get asking me for the FM-1500 or the Assassin's Mask.

Sharon "Moonlite" Morris  
Senior Customer Service Manager



*Cryptos by Phantom Ztryker*

I had the pleasure of working on *THE MATRIX ONLINE* for the better part of its tenure here at Sony Online Entertainment. Some might remember way back when I first started on MxO as I was patrolling the tech boards as TSR-Joel and answering all your technical questions.

A bit later on down the road I had the pleasure of taking over for Walrus as the Community Relations Manager while he slotted in as the Producer. I had the opportunity to learn a great deal from the community and grow with it.

I'd like to think that I've gained a lot from *THE MATRIX ONLINE* and its community and they will leave with me a lifetime's worth of memories.

Thank you all until we meet again.

Joel "Raijinn" Sasaki  
Community Relations Manager

The 4<sup>th</sup> year anniversary event was a lot of fun. I also have fond memories with MxO players at last year's Fan Faire because one of the Japanese MxO players attended Fan Faire. MxO has quite a lot of international players and I've met guys from England, Brazil, and Japan last year, and they all became good friends.

Midori "Momochi" McDaniel  
Senior Community Relations Representative





*There is no Spoon by Phantom Ztryker*