Subject: Matrix Revolutions Posted by KIRBY098 on Mon, 27 Oct 2003 17:19:55 GMT

View Forum Message <> Reply to Message

If you notice, the ships, hover generators are NOT functioning. Notice the blue electrostatic discharges are no where to be seen.

My theory......Everything we've seen so far has been INSIDE the matrix. Neo figured that out, and that's why he chose not to return to the source. It wouldn't matter, as ZION is a Matrix construct. The architect said so himself. "We have destroyed it 5 times before, and are quite proficient at it."

It's a loop to keep the ones who reject the programming (Normal Matrix world) in the Matrix while allowing them the "freedom of choice" they need to exist. They think they are fighting the machines, while in reality they are fitfully asleep, and the Architect laughs. That was why he stated the second Matrix failed until the advent of the oracle, and her discovery of "freedom to choose" They then created the alternate Matrix to accommodate those independant minds. I see further support of this theory in the fact that when he enters the architects room, the scene changes to a point of light with thousands of others. And the fact that the scene keeps rolling through multiple screens. There is no "place" where Neo is. He is concious, but bound by parallelism, that the architect is limiting him with.

The ZION loop starts all over when the "one" returns to the source, and chooses the next originators of Zion "16 MALE 7 FEMALE......" etc. I can't remember what he says, but you get the drift.

And this is why Neo realizes he can stop sentinels in thier "real world". The resulting paradox on his psyche uis what causes the induced coma.

I think that the reason you see Neo with a blindfold fighting sentinels is because in order to block the paradox, he needs to be unlimited in his perception of his environment. To focus on his surroundings would cause the coma again. Also note that a sentinel goes THROUGH his body. Impossible unless, like the Matrix, he can manipulate the reality.