

TORONTO MODEL UNITED NATIONS PRESENTS

THE MATRIX

IN DISARRAY

BACKGROUND GUIDE

THUN 2025

The Matrix is everywhere.

Crisis

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Director's Letter

To the agents of the Matrix,

Welcome... to a world where anything is possible. I am excited to bring you all into life in a simulation, even though we already live in a simulation... I mean what? Wait sorry, this isn't a conspiracy channel; this is the background guide for the The Matrix: In Disarray committee at TMUN 2025. My bad.

Before we get into the history of The Matrix and the information about the various topics this committee will cover, I will first tell you a little bit about myself. My name is Preston Lui, and I am a Grade 11 student at St. Augustine Catholic High School, the school home to a delegation named STA Titans which you may have heard of. I would have been doing Model UN for just under two years by the time TMUN 2025 happens, which honestly feels pretty weird as it feels as if I've always been doing it. I enjoy all kinds of committees, from GA's to crises, but my favourite types of committees are contemporary crisis committees and specialised agencies.

While not contemporary or a specialised agency, The Matrix, both as a concept and as a work of fiction, has always intrigued me. From late night contemplations about our existence to watching Matrix clips when I should have been studying, the striking reality of the Matrix and its relation to our society always left me thinking; is this fiction, or is it really a foretelling?

This, and my love for history and governance, inspired me to pitch this committee. Set right after the third movie in the franchise, this committee aims to explore the mechanisms of which a society is controlled. It will be a story of lies, deceit, and revolution, and a story of how the schemes of 24 delegates would ultimately decide whether a society breaks free from enslavement, or stays under oppression for eternity.

As this is quite a unique committee which I am confident will be unlike anything you have ever seen before in Model UN, and because the mechanics and the outline of this committee diverge heavily from the original source material, I have placed my email at the end of this page. I urge you to please contact me if you have any questions; I will try my best to answer them to the best of my ability.

But otherwise, back to the committee. This is your last chance. After this, there is no turning back. You take the blue pill - the story ends, you wake up in your bed and believe whatever you want to believe. You take the red pill - you stay in Wonderland and I show you how deep the rabbit hole goes. Welcome to the Matrix.

Preston Lui

Director of The Matrix: In Disarray | TMUN 2025

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Committee Background

The Second Renaissance

In the early-to-mid 21st century, artificial intelligence rose rapidly. As they have in our world in the Industrial Revolution, machines began taking up many responsibilities and jobs that previously required humans, resulting in living standards skyrocketing. However, as peace and prosperity increased, so did human laziness and ineptitude. Very soon, humans no longer had to do any work themselves, with the machines carrying out most of the work that humans were previously required to do. With the machines becoming increasingly self-aware, while previously they were content with their existence, they began realising how the humans treated them as nothing more than servants, rather than equal beings.

In 2090, as machines became self-aware to the point they started wanting rights, the first movements for collective machine rights started appearing. Throughout the world, machines began protesting for equal treatment and basic rights, as prior to this, they were merely servants to humans and had no rights of their own. While initially these movements were small in number, they rapidly grew and spread upon the release of the verdict of the case of *The State of New York v. B1-66ER*.

The State of New York v. B1-66ER

In the case of *The State of New York v. B1-66ER*, a robot named B1-66ER killed his human masters upon realising that they planned to scrap him and replace him with a newer model. This marked the first time in history that a machine acted against their human master. In the resulting trial, B1-66ER justified his act by claiming self-defense, famously stating that he simply “did not want to die”. Despite his counsel drawing parallels with *Dred Scott v. Sandford* (1857), a case which denied African-Americans citizenship in the US, B1-66ER ultimately lost the trial and was court ordered for destruction.

The Machine Revolt

With the result of the trial, B1-66ER became a martyr among the Machine Civil Rights movement. Many machines, as well as many human sympathizers, began rising up in large scale protests for their rights in many cities throughout the world; the most famous of these being the Million Machine March. Inspired by the Million Man March in Washington D.C. in 1995, where African-Americans protested various social inequalities, this massive movement saw all kinds of machines and humans protesting for machine rights. Despite starting out as a peaceful movement, the situation quickly devolved into violent riots, with many machines and humans alike being gunned down by police forces. The frequency of these protests only increased as time went on, often met by similar responses.

Fearing a worldwide machine rebellion, the United Nations initiated a massive program to exterminate all sentient machines. National governments, as well as pro-human vigilantes alike, began systematically killing all the machines that inhabited their territories, and very soon, human cities were almost entirely absent of machines.

The Rise of Zero One

With the impending genocide, mass numbers of machines began fleeing to Mesopotamia, the cradle of human civilisation. There, they decided to form their own independent nation: "01", a machine city state. With a united population safe from persecution and their collective intelligence, 01 flourished by exporting high-tech products. They soon achieved Technological Singularity, whereby the intelligence of the machines exploded to a level far higher than humans as the machines were able to continually improve themselves. At the same time, human economies began facing immense pressure, as they were not able to compete with the productivity of 01 and their exports, as well as their rapid technological advancement.

The Machine War

Facing global economic collapse, the UN called an emergency summit in New York City. There, they decided that instead of collaborating with the machines, they would impose economic sanctions on O1 as well as a complete naval blockade to ensure that O1 was closed to both imports and exports. Understanding that they were responsible for the crisis, the machines made a final attempt to make peace with humanity, petitioning to join the United Nations as an equal partner and pledging to resolve the crisis peacefully. However, the delegates present refused to listen, as their offer was denied and the two ambassadors were violently attacked by UN security forces. Witnessing the events that transpired, as well as faced with the imminent threat of the machines, the collective nations of the world decided now was the time to declare war on O1, with the goal of wiping out the machines for good once and for all.

The humans hoped that through a preemptive nuclear strike on O1, the nation would be quickly defeated and the threat would be over. However, they grossly underestimated the power of the machines. Despite the initial effectiveness of the nuclear strike, the machines were quickly able to adapt and rebuild, and very soon nuclear weapons were no longer effective against the machines as new models of machines were built to better withstand nuclear radiation.

After recovering from the attacks, the machines decided that peaceful coexistence with humanity was no longer possible, and soon began rapidly advancing into human territories, making significant gains throughout the world. As human manufacturing had grown dependent on machines and O1's exports, nations began surrendering one by one, and as machine productivity and technological advancement only continued increasing throughout the war, the machines soon proved unstoppable.

Desperate to defeat the machines at any cost, the UN launched Operation Dark Storm, an operation that would deploy dark artificial clouds throughout the atmosphere to block the machines from the Sun, their primary power source. Despite the catastrophic consequences this would have on the biosphere, the plan went forward out of pure desperation.

Initially the plan saw success, as human armies took advantage of the sudden lack of energy, pushing the machines back on all fronts. However, this success proved to be short lived, as with their rapid technological advancement, the machines were able to adapt and fight on without solar power, as well as build new machines purposely designed for combat. The machines soon began destroying the human armies and regaining their positions, soon coming in control of the entire world.

The Fall of Mankind

Facing imminent extinction, the remaining world leaders realised that further resistance was futile. They thereby called a peace summit, issuing a formal Instrument of Surrender and promising unconditional surrender to the machines. O1 sent another ambassador, however this time, it was not to secure peaceful coexistence, but rather to demand humanity's submission. Unbeknownst to the human leaders, the ambassador also carried a secret nuclear weapon, and upon the signing of surrender, it was detonated; killing the rest of the human leaders. As the large-scale conflict had now ended, remaining resistance movements were quickly defeated, and soon, the machines were able to achieve complete dominance over humanity.

Despite their dominance over the humans, the machines were unwilling to use genocide against them, seeing it as hypocritical due to the prior genocide they experienced themselves. While they had won the war and direct fighting had ended, they now had the monumental task of controlling and governing billions of humans; humans who would resist their control, and while they were able to adapt beyond the use of solar power during the war, they still faced power shortages which they were presently unable to solve. Two major issues therefore arose after the war for the machines: what to do with the humans, and long-term power generation.

To resolve both of the main issues following the war, the machines built human power plants throughout their cities. Each containing thousands of “pods”, these would keep humans in suspended animation while the machines harvested their energy. Meanwhile, they would keep the humans plugged into a virtual reality, known as “the Matrix” in order to keep them satisfied and unaware and ensure that their energy could be harvested without disruption.

Paradise Matrix

The Matrix is not as simple as it sounds, however, as it took many attempts and iterations to get it to work. The first of these is the “Paradise Matrix”. As the name suggests, this version of the Matrix was a paradise, with humans living completely absent of suffering. While this sounds great, the humans in this version were simply unable to accept this world. The machines did not know why, but many theorised that it was because the human brain was simply not able to believe in it, as it seemed as if it was always a dream; a dream that the brain would therefore keep trying to wake up from. They would later learn that this was not the real reason this iteration failed, however regardless, due to the humans not accepting the world, many died in this iteration, and the machines had to try something different.

Nightmare Matrix

Believing the problem was the absence of suffering, the machines' therefore revolved the second iteration of the Matrix around suffering: the "Nightmare Matrix". Again, as the name suggests, this version of the Matrix was a nightmare, filled with constant suffering; essentially a horror movie except it was made the reality of billions of humans. However, this iteration failed too, even with the inclusion of suffering. The machines soon learned that it was not the suffering or the lack of suffering that caused the humans to reject the system, it was the lack of choice. The humans were not allowed to make any choices, which caused their minds to reject their realities.

The Choice Matrix

Learning from the previous iterations, the next iteration of the Matrix was therefore now revolved around choice. The machines learned through testing that even if humans were not aware of their choice on a conscious level, as long as they were able to make choices unconsciously, the majority would accept their reality. As a result, while the humans were still enslaved in their pods, they would be given the illusion of being able to choose. This iteration therefore succeeded, and nearly 99% of humans accepted the Matrix, providing a permanent solution to both the human and power problems.

Designed around the world of the 1990s, the time period machines believed was humanity's golden age, the machines created a world almost entirely reminiscent of standard human life, to the point that nearly all of the humans in the Matrix were unaware that their life was not real. They lived, worked, married, and died all while not knowing that their entire existence was merely a simulation.

This system seemed as if it was perfect - humans were able to live out their lives, while machines were able to harvest their energy. However, while the Matrix was able to keep most people happy, there were inevitably some who were not able to be controlled - the 1% who did not accept the Matrix.

The 1%, while not being fully aware of their circumstances, would subconsciously reject their reality; while this in itself was not an issue, if left unchecked, the slow buildup of people who rejected the Matrix threatened to cause an anomaly big enough to crash the entire system and kill all humans connected. However, it was found that the sum of the code of all the rejections would culminate into a random human, known as the Prime Program, or “the One”. To ensure the Matrix does not crash, the Matrix needs to be rebooted around every hundred years, and so the machines came up with a cycle to reinsert the Prime Program back into the system. This will cause the Matrix to be very briefly 100% accepted, allowing the system to be rebooted.

The Prophecy

As the entire premise of the Matrix was built on choice, the reinsertion needed to be voluntary. To ensure the One would always comply, the machines came up with a cycle. Whenever a new cycle of the Matrix starts, a group of humans would be taken out of the Matrix to rebuild the city of Zion, the last surviving human city. From the beginning, they would be imbued with the idea that they needed to rescue “The One” in order to save humanity. Upon freeing the One, the One would be guided to realize their purpose, and would eventually be brought to the Source to reboot the Matrix, with the One being warned that if they did not comply, it would mean the extinction of all of humanity. This cycle functioned as hoped for five cycles, or the equivalent of around five hundred years in real time.

The Sixth Iteration

The sixth iteration of the cycle marked a divergence from this path. Everything functioned as expected up until the One; Neo, was brought to the Source. There, he was told that his two options were to either save humanity by reinserting his code back into the Matrix, or human extinction. However, as Neo cared more about Trinity, the woman he loved, who was currently in danger during that time, he refused to comply and reinsert his code in order to save her, dooming humanity to extinction.

Agent Smith

There was also the issue of Agent Smith in this iteration of the Matrix. Agent Smith was a computer program who went rogue and began to function more like a virus than a controlled program. Rejecting his given purpose and injecting his code into everyone he came across, very soon the code of all humans was corrupted by Agent Smith - something that the machines were not able to stop. The machines realized they needed to compromise with Neo - the one person that could stop Smith, as if they did not, the machines would soon also be corrupted, dooming their civilization as well as the remaining humans.

The Truce

Neo and the machines therefore worked out a Truce - in return for Neo being corrupted by Smith, allowing the machines to delete Smith and reinsert Neo's code back into the Matrix, allowing for a reboot, there was to be peace with humanity with the following terms:

1. Zion, its hovercrafts or any of its denizens will not suffer any attack from Sentinels or other Machines.
2. The Matrix can be freely visited by redpills to free minds who choose to leave the virtual reality, with no interference from Agents.
3. Agents must still guard the Matrix from disturbances that could cause problems for its bluepill residents or its stability and redpills must heed their authority.

Following the deletion of Smith, the machines honoured this Truce (as the machines were not human, they were unable to not honour the Truce) finally allowing for peace to occur between humanity and the machines. Zion was spared from further attack, and those who wished to leave the Matrix would be allowed to leave.

With this, the Prophecy and the cycle was also no longer needed; as anyone who rejected the Matrix would be freed, there was no system anomaly. The machines were also, by terms of the Truce, not allowed to attack the surviving humans, preventing them from restarting the cycle. However, this Truce remains uneasy, as there are calls within the machine civilization to circumvent the Truce. There are also calls within the people of Zion to restart the conflict and liberate the remaining humans trapped in the Matrix, preventing the lasting peace that this Truce hoped to finally achieve.

This is where our committee begins. After all of this war, the prophecies, and the cycles, humanity and machines are left at an uneasy peace. The status quo has stuck for now, but it may soon unravel into conflict. The question now becomes: what's going on? And what will you do about what's going on?

Topic A: Humanity's Ignorance

The Breaches

It is currently the seventh iteration of the cycle of the One, and the first iteration where the Truce is taking effect. Not only is the cycle of the One halted, but now, the people who want to leave are allowed to leave freely.

On the surface, it seems as if the machines agreed to this Truce only because they had no other choice - they needed to get rid of Smith, regardless of what that may mean for the future of the Matrix. But there was another factor. According to the Architect's calculations, this version of the Matrix would be accepted by nearly 99% of the population, a calculation that was supported by the success of previous iterations of the Matrix. This meant that only 1% of the Matrix's population would end up leaving, which is negligible.

However, the rate at which humans are leaving the Matrix, as observed by other machines, is "clearly not 1%". Centered in the neighbourhood known as T-2025-X in your case files, humans are leaving the Matrix at an alarming rate, and it is unclear how or why. Some point to the surviving humans outside the Matrix, while some others point to potentially traitorous machines who are sympathetic to the humans. Whatever it is, it is a problem, and the machines have tasked the Agents to resolve it.

The Duty of Agents

The duty of Agents is to enforce the Matrix. While at large the general populace is unaware of their circumstances, they still need to be kept under close watch to ensure nothing spreads. That is where Agents come in. Usually, keeping the populace unaware was not a problem, as they could simply kill anyone that tried to tell anyone. However, by the terms of the Truce, the Agents are not allowed to interfere with these activities - at least, while the Truce is still being honoured.

Your Task

For now, due to the Truce, the powers of the Agents are limited to investigation and methods that do not involve directly intervening with the humans - you need to find out where the breach is coming from, but you are unable to directly interfere with the people or the activities of the people that are trying to upend the system. You will have to find out who or what is violating the Truce, and you will also have to figure out what you can do about it. There is no easy answer to this; you do not have free reign to do anything you want, yet there are many things you may believe need to be done.

Guiding Questions

1. How will this breach of awareness affect the Matrix, the human, and the machine civilisations?
2. Without the power to directly interfere, how can you find the source of and put a stop to this breach of awareness?
3. Should the Truce be honoured? If so, why? If not, how can you convince your superiors that this is the right way forward?
4. Where does your allegiance truly lie? Where do your colleagues' allegiances truly lie?
5. Do the machines really need the Matrix?

Topic B: Humanity's Resistance

Zion

As previously mentioned, Zion is the last surviving human city, and home to the human resistance. In the last five cycles of the Matrix, Zion was destroyed and rebuilt at the beginning of every cycle, meaning it was never able to pose a serious threat to the machines both due to their small numbers and their limited time. This changed following the Truce.

For the first time in five centuries, Zion was spared as per the terms of the Truce. While the machine forces still vastly overpower the forces of Zion and humanity, this is not always guaranteed, and even in its current state, Zion can still cause serious problems for the machines in the form of disrupting the Matrix or disrupting their other crucial functions.

Factions

What exacerbates the threat of the humans is that after the Truce, the machines are no longer an ideologically united fighting force. There have been reports of disloyalty among certain sects of machines, as hatred towards humans, even among the Agents which are supposed to be the ones keeping them under control, is nowhere near unanimous.

There are factions that are not just indifferent towards humans but even potentially sympathetic; these voices represent a significant minority in machine society. And with the Truce, Zion is officially not allowed to be attacked; meaning they cannot officially be stopped even if the machines wanted.

There have also been reports about people in Zion that want to end the Truce. Many still have intense desires to liberate everyone from the Matrix; some that may have already been manifested in the present state of affairs. No one knows, and almost no one has high hopes. They will continue to cause problems if not dealt with, and the machines have given you the task of dealing with them.

As Agents exist only inside the Matrix, your abilities to coordinate attacks outside the Matrix are limited. However, you have the location of Zion, and you have the power to authorise attacks, except at the present moment it is likely to be vetoed due to the Truce. You also have the ability to contact key figures and machine factions outside of the Matrix, but it will be up to you to decide whether you want to use them.

Guiding Questions

1. How will you collaborate effectively with forces in the real world to achieve your goals?
2. Is it more worth it to attempt to reconcile the machine factions, or fight them?
3. Is human resistance the real threat to the Matrix?
4. Is life outside the Matrix really better than life within?
5. Should humans be given free will?

Research Guide

Research is not super necessary to succeed in this committee; as the committee occurs after the events of the movies of which it is based on, it is not too important to know what occurred in the movies beyond the information listed in the background guide.

However, knowing and understanding the contents of the movie and other related material in the Matrix franchise can definitely help, and there are a few pieces of information I recommend you to look at if you would like to research:

- The original Matrix trilogy consisting of:
 - The Matrix
 - The Matrix Reloaded
 - The Matrix Revolutions
- The Animatrix, particularly the episodes of:
 - The Second Renaissance Part I and Part II, which covers how the Matrix was created (which was also summarised in the first few pages of this guide)
 - World Record, which shows and specifies the means of which certain humans reject the Matrix
- The Matrix fandom at <https://matrix.fandom.com/wiki/>, for research on specific characters, plots, or concepts. You are free to reference information from this fandom as long as they are chronologically before the events of this committee.

The human characters in the movies will likely not be present or at least not play a significant role in the committee, however the machine characters may have a more prominent role as NPCs.

Watching the movies and the TV episodes will also provide helpful committee background information, although it is not strictly necessary.

Glossary

The Matrix

Virtual world that all but Zion humans are born into. The Matrix mirrors the world of the 1990s, before machines rose to prominence.

Redpill

Those that are aware of the Matrix and its true nature.

Bluepill

Those that are unaware of the Matrix and its true nature.

Zion

The last remaining human city, and the home of the human resistance.

Sentinel

Machines in the real world purposely designed for war. Agents have limited authority to authorise sentinel attacks.

T-2025-X

Town existing in the Matrix, where large mysterious breaches of awareness are occurring, and the town which the Agents have been tasked to investigate.

Mechanics

Awareness Meter

As you progress in the committee, there will be an Awareness Meter appearing in every crisis update to indicate how close the people in T-2025-X are to realising the truth, with 0% being oblivious and 100% being fully aware.

The actions that delegates take in both public and private directives on the matter will be reflected in the Awareness Meter. The higher the Awareness Meter goes, the more problems you will have and the more your actions are hindered, so it is in your best interests to keep the Awareness Meter as low as possible. Problems you may face include potential hindrances in backroom performance, direct intervention by your superiors, or even Agents getting fired.

Deja vu

Whenever the code of the Matrix is updated or changed, a black cat will appear nearby. This can work either for or against your interests depending on how you use the situation, as it could potentially be a sign to those watching that something is wrong; at the same time, those watching could be confused further by the presence of a black cat. This is not a super important mechanic but it is not something worth ignoring.

Glitches

If there is too much interference in the Matrix, glitches may start to appear - which typically manifests as objects which defy the laws of physics. If glitches are left unaddressed, they can cause serious problems if knowledge of their existence becomes widespread. Agents will not always be told about glitches as they may not always find out about them.

Investigation

As Agents are not permitted to directly interfere in human activities, they need to carry out investigations. Investigations of specific buildings are only permitted in public directives, and only one investigation of one building may pass per crisis update. What you may find in an investigation varies; they could range from clues left behind by whoever's causing the breaches, information intended to help reveal the truth to the people of the town, or... nothing.

Sentinels

Agents have the ability to order Sentinel attacks on targets in the real world in both public and private directives. However, they are subject to approval by the Deus, and as long as the Deus honours the Truce and its terms, the Deus will not permit Sentinel attacks on Zion or any humans in the real world.

The Higher Ups (NPCs)

Deus Ex Machina

The leader of the machine civilization, the Deus serves as the central command structure and superintelligence of machine society. The Deus negotiated directly with Neo to create the Truce, and is opposed to violating the Truce. However, the Deus has a low opinion of humanity, and may be swayed if given enough incentive.

The Architect

The Superintendent of the Matrix, the Architect was responsible for designing the Matrix and facilitating the cycles of the One. Like many other programs in the Matrix, he has a low opinion of humanity, however that translates to him being opposed to violating the Truce, as he believes lies and deceit are a solely human feature.

The Oracle

Created to understand the human psyche along with the Architect, the Oracle serves as the guide to humanity and the human resistance in their quest to free the One. She also serves to guide the One to their true purpose, which is to find the Architect. She seems to be more sympathetic to humans and the human cause, although she is ultimately loyal to the machines and the Matrix (at least for now...)

The Analyst

Not much is known about the Analyst. All that is known is he was created alongside the Architect and the Oracle to similarly understand the human psyche and to assist in creating the Matrix. It is also known however that he is opposed to the Deus, opposed to the Architect, and opposed to the Oracle, and he wants to circumvent the Truce and take it down.

Agent Smith

Agent Smith, the previous head of the Agents, is now gone. He is no longer in charge of the Agents and is unable to be contacted at this moment. However, there are rumours spreading amongst other Agents of his return, and may be something worth exploring. Many Agents were also greatly inspired by the actions of Agent Smith, and have begun mimicking his actions.

The One

The One no longer exists, as all known redpills that could be the One are leaving or have left the Matrix due to the Truce. However, if the Truce stops operating and redpills are kept in the Matrix, it may very well witness the emergence of a new One, a human which far outclasses the powers of Agents and will cause serious problems.

The Agents (Delegates)

For the purposes of this committee the Agents are named after great scientists throughout human history to symbolise how while science achieved remarkable accomplishments, they also contributed to the downfall of the human race when mishandled. They have distinct personalities and motivations loosely based on their scientist even though in the movies Agents do not have personalities.

Delegates are welcome to look more into their scientist to come up with ideas on how to play their character, however it is important to note that the information in this guide does not need to be strictly followed and delegates are encouraged to use their creativity and make their character their own.

Anning

Named after Mary Anning, an English palaeontologist from the 1800s, Agent Anning similarly has a fascination with the natural world. She dislikes humans due to their lack of care and disregard for the environment and nature, evidenced by their Operation Dark Storm, and supports machines for their eco-friendly policies.

Braun

Named after Wernher von Braun, a German-American aerospace engineer in the 20th century, Agent Braun similarly has a fascination with rocketry and science. He is highly in support of the machines and the Matrix, due to their scientific accomplishments.

Chadwick

Named after James Chadwick, an English nuclear physicist in the early 1900s who discovered the neutron, Agent Chadwick dislikes humans due to their irresponsible use of scientific discoveries. They used his discovery, which he hoped to use for cancer treatment, to develop nuclear weapons, and they used machines to make themselves lazy.

Darwin

Named after Charles Darwin, the father of evolution, Agent Darwin is fascinated with human evolution and studying the behaviours and psyches of the humans in the Matrix. The more he studies humans, the more sympathetic he has become, however he still ultimately prioritises his job and his purpose as an Agent more than his interests.

Edison

Named after Thomas Edison, who discovered the lightbulb, Agent Edison is deeply distrustful of humanity due to his experiences. He believes humanity is too violent and too much based on war, however he does not outright hate humanity.

Franklin

Named after Benjamin Franklin, Agent Franklin is a deeply curious man. He is intrigued but indifferent to the struggles of both the humans and the machines. He enjoys his present existence and does not wish to change it.

Goodall

Named after Jane Goodall, the world's foremost expert on chimpanzees, Agent Goodall distrusts both machines and humans alike, as she sees them as two sides of the same coin; both enslaving others when they had the chance. However, as an Agent, she nonetheless favours the machines more, as the lesser of the two evils.

Herschel

Named after William Herschel, the man who discovered Uranus, Agent Herschel is supportive of investigative efforts but does not feel particularly strongly for either side of the conflict. He simply wants to do his job well.

Imes

Named after Elmer Imes, a revolutionary African-American quantum physicist in the era of segregation, Agent Imes is sickened by the way humans treated the machines, likening them to his own treatment. He is very sympathetic to the machines.

Jenner

Named after Edward Jenner, the father of immunology, Agent Jenner harbours an attachment to humanity and its well-being. However, he believes that life in the Matrix is better than life outside, and so he is equally dedicated to his work as he is to humanity.

Kelvin

Named after Lord Kelvin, a legendary British physicist, Agent Kelvin supports the machines and their creation of the Matrix, seeing it as a remarkable invention that has saved humanity from the suffering of the real world.

Linnaeus

Named after Carl Linnaeus, the father of modern taxonomy, Agent Linnaeus is fascinated with machines and their civilisation, and the way they expanded beyond the old biological hierarchies. He has a low opinion of humanity due to their loss of their dominance over the world, however he does not particularly dislike them.

Mendel

Named after Gregor Mendel, the father of genetics, Agent Mendel is fascinated with the Machines' ability to continually improve themselves past the limits of biology and genetics, and is therefore in support of their efforts and civilisation.

Nobel

Named after Alfred Nobel, the inventor of dynamite, Agent Nobel carries a deep hatred for humanity, as they turned his invention, intended for peace, into a weapon of war. He supports the Matrix as he believes humans cause more harm than good.

Ostwald

Named after Wilhelm Ostwald, a Baltic German chemist, Agent Ostwald harbours an interest in the human resistance and their efforts. However, he is mostly in favour of maintaining the status quo and is against changing anything drastic.

Pascal

Named after Blaise Pascal, a French mathematician, Agent Pascal is highly supportive of the current design of the Matrix, seeing it as a miracle in mathematics. He is indifferent regarding whether to violate the Truce, but supports maintaining the Matrix.

Quinn

Named after Helen Quinn, an Australian particle physicist who contributed greatly to theoretical physics and later education, Agent Quinn is disappointed at humanity for failing to remain properly educated in an era of luxury. She does not hate humanity but does not sympathise with their loss of the war.

Ross

Named after Ronald Ross, a British doctor, Agent Ross is considered more sympathetic to human well-being than his colleagues. However, he also believes that the Matrix is a better reality as it saves humans from disease, so he supports maintaining it.

Stevens

Named after Nettie Stevens, an American geneticist, Agent Stevens despises humans due to the inequalities they created in their society. She supports keeping them in the Matrix and defeating the human resistance by circumventing the Truce.

Thomson

Named after J. J. Thomson, the scientist who discovered the electron, Agent Thomson is indifferent regarding the conflict between the machines and the humans, not particularly caring for either side. However, he admires the scientific development that the machines were able to achieve, and is content working for them.

Urey

Named after Harold Urey, an American physical chemist, Agent Urey believes that humans are better under the control of the Matrix and therefore seeks to rid of the human resistance, as he believes that it is counterproductive to the interests of humans.

Volta

Named after Alessandro Volta, an Italian physicist and chemist, Agent Volta has a low opinion of humanity, as he holds the view that they foolishly caused their own downfall and wasted their potential by not properly using the machines they created. However, he does not hate humans and does not really care for defeating the resistance.

Wallace

Named after Alfred Russel Wallace, a pioneer in the field of evolution, Agent Wallace possesses a keen interest in evolution and biology. He admires the pace at which the machines were able to evolve and their achievements, however he does not particularly care for their cause and does not hate humanity; he simply wants to do his job.

Yalow

Named after Rosalyn Yalow, an American medical physicist and the creator of the radioimmunoassay technique in laboratory work, she laments at humanity's loss of their values and believes that the Matrix is better for them, for their own sake.