

Meaningful Symbolisms, Higher Spiritual & Philosophical Concepts, and Mind Control Triggers within The Matrix Trilogy

**by Carissa Conti
c. September 1, 2007**

Finally. Took me long enough. ;) Better late than never I guess.

There's so much to say about these movies. I get a little annoyed when people perceive the trilogy as just sci fi action flicks and miss all the meaningful symbolism and underlying spiritual/philosophical significance...and nefarious mind control programming triggers. ;) So for that reason, here we go, my compilation of the meaningful Matrix symbolisms.

After compiling most of this write up I stumbled across a site called "The Matrix Explained," which itemizes out the meaningful names, numbers and so on from the movie, much like I've gone ahead and done here, as well as analyzing aspects of the plot and dialogue. At first I felt a sinking disappointment, thinking "Great, there's no point in me putting my write up out there when it's all been said already!" :D But when I read through the site I realized, I had come up with a lot of stuff not mentioned there, and I had some differing insights/perspectives into what various things mean, as well as insights pertaining to mind control...something that hasn't been written about too much in relation to these movies. So, I felt motivated to keep going with this and put it out there. Different people are going to notice different things after all, so I would recommend using this write up in conjunction with The Matrix Explained site as well as the other write ups floating around out there to get the overall Big Picture. This is just one more piece of the puzzle. ☺

http://www.matrix-explained.com/symbolism_in_the_matrix.htm

If I think of any more after this has gone up I'll come back and add more...

The Matrix

Characters and names with meaningful symbolism

Neo – Means new. Also an anagram of “one” as in, The One. Several foreshadowed references to Neo’s role in the world of the Matrix can be found within the first movie – **“You’re my savior man, my own personal Jesus Christ...”** says Choi when Neo hands him a disk. Indeed, he is. Or at least, will be, for everybody, not just Choi. But at the start of the series Neo is known by his Matrix legal name, Thomas Anderson. The “doubting Thomas” who skeptically embarks on his initiate awakening with “the look of a man who accepts what he sees because he is expecting to wake up...” as Morpheus puts it. Also, Thomas means twin, and Ander (“man” or “male” in Greek) translates then to son of Man. Doubting Thomas/Twin (New) Son of Man. So who’s Thomas’ twin? We’ll soon see...

Morpheus - The father God figure in the trilogy. Morpheus in Greek mythology is the god of **dreams and sleep**. Morphe, from “he who forms, shapes, molds” according to Wikipedia. “You’re living in a dream world, Neo...” says Morpheus. “Have you ever had a dream Neo that you were so sure was real...what if you were unable to wake from that dream? How would you know the difference between the dream world, and the real world?” “Good night Zion. Sweet dreams.” “I have dreamed a dream, and now that dream is gone.”

Trinity – As in the holy trinity, which actually stems from ancient Egyptian belief about God being divided into three parts. Trinity is the Mary Magdalene/feminine spirit role in the Jesus/God/holy spirit trinity that is Neo, Trinity and Morpheus. Without her, Neo will fail in his mission. Many popular movies/series use the same male-male-female/trinity set up: Harry Potter’s three main heroes are Harry, Ron and Hermione. Star Wars has Luke, Leia and Han.

Cypher – A play on Lucifer/Lu-cypher. With his goatee and red colored shirt he even looks the part. His line, **“Everybody falls the first time...”** in relation to Neo failing his first “Jump Program” simulation has a secondary meaning in this context. Lucifer was of course, one of God’s fallen angels. And just as Lucifer turned against God, Cypher turns against Morpheus. He sets Morpheus up, and hands him and his crew over to Agent Smith on a figurative platter, in exchange for being re-inserted back into the Matrix.

"I don't want to remember nothing. NOTHING," Cypher tells Smith when negotiating his re-insertion. "And I want to be rich. You know, somebody important. Like an actor,"

"Whatever you want, Mr. Reagan," Smith responds.

Mr. Reagan, wanting to be an actor, who won't remember anything. Maybe I was the only one who noticed the parallels to the Ronald Reagan, the former actor-turned-president who, during the Iran Contra hearings conveniently couldn't remember anything and later went senile. A sly reference linking Reagan to Lucifer/Satan? ;) One can only guess.

Other notable "double entendre" Cypher lines include:

"You scared the bejesus out of me..." to Neo.

"Don't hate me Trinity. **I'm just the messenger,**" to Trinity over the phone, as he begins killing the crew members aboard the ship one by one. "Messenger" is another term that's used for angels, whether positive or fallen.

Switch – Somebody noted somewhere in Internet Land that the character of Switch is the only blonde haired/blue eyed crew member who's also dressed in white while everybody else is wearing black. So, she's a "switch" from the rest?

Agent Smith – Neo's shadow, or dark "twin." (as mentioned, Neo's legal name was Thomas, which means twin.) Graffiti scribbled on a subway station wall in the scene where Smith and Neo duke it out at the end of the first movie says "shadow." In fact Agent Smith slams Neo right into the wall next to it.

The Oracle – Just as Smith is Neo's opposite shadow, and the Matrix's way of "trying to balance the equation" (as it's explained in the final movie), the Oracle is also the Matrix's way of "balancing the equation," but with regards to the Architect, who appears in the second movie. This is explained in the final movie as well. The Architect is the designer of the matrix – all cool, emotionless, calculating left brain logic and reasoning white man with blue eyes, white hair, and neatly trimmed white beard, hidden away in a sterile room surrounded by computer monitors. The Oracle in turn is the plump black woman wearing her apron, holding a tray of freshly baked cookies with a warm and friendly smile, inviting you into her cozy kitchen to sit down at her table and have a smoke and a cookie while you chat about your future, and get a prophesy or two. Cold left brain logic and reasoning that can't understand anything

outside of the mathematical perfection, vs. warm right brain intuition, psychic powers and emotions that loves to throw a wrench in the works. Opposites. Balance. ;)

Zion – The last human city, down by the earth’s core. Zion in the bible relates to the Jews’ **Promised Land**. Zion is the unplugged humans’ equivalent of the Promised Land. And just as the Jews were persecuted in the bible, the freed humans of Zion were persecuted and pursued by the Machines who run the Matrix.

Nebuchadnezzar - The name of Morpheus’ ship. Nebuchadnezzar is a king mentioned in the biblical Book of Daniel. Something interesting to note about Nebuchadnezzar, which I found in Wikipedia, was that: “...Nebuchadnezzar dreams of a huge image made of various materials (gold, copper, iron, etc). The prophet Daniel interprets it to stand for **the rise and fall of world powers**. (*Daniel* Chapter 2)” Nebuchadnezzar was noted for his dreams of which the prophet Daniel would interpret for him. (and Morpheus is the Greek God of dreams, remember.) So insert “the Matrix control system” for “world powers” in the above dream prophesy and we seem to have a nice match, ;) and one possible reason for why it was chosen as the name for Morpheus’ ship.

Matrix characters with relation to the Major Arcana of the Tarot

It was just brought to my attention by my boyfriend that it seems as though the characters of “The Matrix” trilogy (as well as some of the general situations that appear throughout the three movies) mirror the tarot’s 22 major arcana cards. We put our heads together to analyze things, and following are most of the ones that we were able to pinpoint. Even though this list involves characters from the second and third movie as well, I’ll go ahead and just include it here. I mostly quote from my tarot deck’s description of these cards, the “Renaissance Tarot” as well as some quotes from a book called “The Pythagorean Tarot,” by John Opsopaus:

- ◆ **The Fool** – Neo in “The Matrix.” Neo goes through several stages in his growth/development, and this is the first.
- ◆ **The Hermit** – 1. Neo, in “Reloaded.” **“Introspection, retreat, pilgrimage, spiritual quest, the search in oneself and in the world...barrenness, loneliness, cynicism.”** 2. The Keymaker in “Reloaded.” As noted in “The Pythagorean Tarot,” an author named Stoltzius wrote of the Hermit card in his “Veridium Chymicum,”: “The old man is the clear beginning; **he also gives you the key.**”

- ◆ **The Hanged Man** – 1. The positive aspects are Neo in “Revolutions.” He must sacrifice himself in the Machine City to save Zion. Also represents Neo while suspended in a state of limbo in “Revolutions.” **“Suspension or paralysis of the soul.”** 2. The negative aspect can be Cipher, who turned his friends over to Agent Smith in return for being reinserted back into the Matrix, as well as killing some of them. In “The Pythagorean Tarot” by John Opsopaus, he says, “the hanged **traitor** represents suspension and depression...Prometheus is the archetypal **traitor...**” 3. Also fits slightly for Agent Smith.
- ◆ **The Magician** – Morpheus.
- ◆ **The Emperor** – The architect from Reloaded/Revolutions, who’s the father of the Matrix. **“Worldly authority, professional success, social power, the life of action and decision, patriarch, clan leader and pater familias. Tyranny, pomposity, jove-like self indulgence.”**
- ◆ **The Empress** – The motherly Oracle with her apron and fresh baked cookies in her warm kitchen, another old program with much power. **“Feminine fertility and power, domestic tradition, the active, fecund aspect of the anima, the mother and the queen...”**
- ◆ **The Devil** – Two possible character interpretations: 1. Cipher, who sold out his friends to Agent Smith. **“Wickedness and danger, slavery to the senses, imprisonment by baser instincts, temptation, selfishness, irresponsible pleasures, prankishness, childish panic, undignified behavior.”** Or maybe 2. Agent Smith, who is Neo’s shadow self who he must face off in a hellacious brawl beating at the end of the third movie. From “The Pythagorean Tarot”: **“The devil represents the shadow, and this trump heralds the confrontation with the shadow.”**
- ◆ **Temperance** – Two meanings: 1. The theme of the trilogy, as I expand on later on in this write up. “Balance” is a major theme throughout, with various characters balancing each other out, and the fight for Zion to restore balance and harmony. 2. Switch, **the androgynous blonde/blue eyed female, and the only one to wear white in the series.** **“Balance, moderation, harmony, blending of opposites, androgyny...”** Quoting from “The Pythagorean Tarot”: **“A rather androgynous golden winged young woman...”**
- ◆ **The Hierophant/Priest** – The Merovingian, one of the original programs in the Matrix and now an exile, a trafficker of information with great power, prone to wordy philosophizing. **“The abstract, spiritual and intellectual side of the animus, or masculine nature of the soul. Spiritual authority, religious tradition, the old order and the old school, dogmatic beliefs, spiritual authoritarianism, enfeebled philosophizing.”**

- ◆ **The Priestess** – Persephone. The “Pythagorean Tarot” cites **Persphone/Hecate/Artemis/Diana/Luna** being a character associated with the Priestess.
- ◆ **Justice** – Again, a running theme of the trilogy. **“The vindication of the just and the punishment of the unjust. Rule of reason. Balance and power.”**
- ◆ **The Tower** – several scenes depicting “tower” buildings throughout the movies, including the dramatic rescue from a skyscraper tower in the first movie that ends with a huge fire explosion and Morpheus jumping/falling out of the building (very similar to the illustration on the “tower” card in many tarot decks) and Neo catching him in mid-air. In the second movie another skyscraper is prominently featured, the one where Trinity enters in on a motorcycle coinciding with a giant explosion, and later crashes through the glass windows in a gun fight, falling down through the air.
- ◆ **The Chariot**. One meaning represents the victory of Zion. A secondary meaning could apply to the hovercrafts used throughout the trilogy, instrumental both in ferrying the soldiers of Zion as well as the final battle of Revolutions. **“Victory, triumph over opposition, new order, change by force....”**
- ◆ **The Sun** – Two meanings: 1. The literal sun is featured in “Revolutions” when Trinity and Neo’s ship soars up through the thick cloud cover of the real surface world and break through to finally see the real sun for the first time in their lives; again at the end after the victory of Zion when Sati creates a sunrise dedicated to Neo. “Glory and rejoicing....” 2. Also represents Neo, the “sun/son king,” which I mention in the “Revolutions” write up later on.
- ◆ **The Moon** – Featured in “Reloaded,” in the scene where Neo is flying like Superman through the Matrix and soars up into the sky, **pauses in front of the moon as a silhouette**, then darts back down again into the night. Also, if Neo is the sun/masculine, then possibly Trinity is the moon/feminine.
- ◆ **The Star**. Another possible interpretation for Trinity. From “The Pythagorean Tarot”: “Since the Star guides us through the darkest times, it is a familiar symbol of hope and promise. She waits, serene with inner calm, accepting the conditions necessary for inner change. However she has hope and the will to live. Intuition and courageous acceptance replace logic and futile attempts at control.” In Reloaded when Neo is given a choice between two doors, one going to Trinity and one going towards Zion, he moves towards Trinity’s door and the Architect muses, **“Hope.”** The book goes on to say: **“Indeed this Star of Hope is born from the glowing ashes of the demolished tower.”** Neo rescues Trinity as she falls from the exploding skyscraper tower, then brings her back to life.
- ◆ **The Angel**. Seraph, in “Reloaded.” With Neo’s newfound “extrasensory sight” he sees Seraph as a glowing angelic looking being sitting in the lotus position the first time he meets him. Seraph also “protects that which matters most” (which

has a secondary mind control symbolism, which I get into later...) Angels = protectors.

- ◆ **The Lovers.** Neo and Trinity.
- ◆ **Death.** – Kind of self explanatory, what Neo experiences at the end of Revolutions. Along with a lot of other people in the battle for Zion. !

I'll close out the meaningful characters section with this food for thought excerpt from a piece that I used to have on my website about Harry Potter:

“What story am I talking about? A male lead hero, along with his male and female best friend sidekicks and rag tag group of loyal misfit friends, battle it out against one main dark side character who is actually the shadow self of the main hero. Is it Harry Potter, with Harry, Ron and Hermione, battling against Lord Voldemort? Indeed it is.....but it's also "Star Wars", with Luke, Leia, Han and Darth Vader, and "**The Matrix**", with **Neo, Morpheus, Trinity and Agent Smith.** **This is a very popular repeating archetype in mythology...**”

Numbers

- * Neo's apartment at the start of the movie is **101** – Remove the 0, (0 represents God and super consciousness) and you have **11**, which means **the initiate**.
- * The hotel room where Neo is shot and killed at the end of the first movie is **#303**. Remove the 0 and you have **33**, which means **the master**. Jesus was crucified at the age of **33**, and as mentioned, it's established right from the beginning of the first movie that Neo's role will be the "savior" acting as a personal "Jesus Christ." When Neo is shot outside of **#3(0)3** it's the point in the movie when he realizes what he's capable of and turns the tables. Trinity inspires him back to life and he defeats the Agents. Room 303 in the "Heart of the City Hotel" is also the same one where Trinity dukes it out with regular cops from the Matrix at the beginning, and completely kicks their ass before they even knew what hit them.
- * Platform **3** where Neo and Agent Smith have their big fight at the end of the first movie; When Trinity flies through the glass window at the beginning of the movie the broken glass pane is in the shape of an analog clock at the **3:00** position, so another "trinity 3."
- * Just as there are three main heroes, Morpheus, Neo and Trinity, there's also typically three Agents in any scene involving them. At one point when Neo and Trinity are staging a rescue to pluck Morpheus out of an interrogation that threatens to kill him, it's the three heroes going up against three agents. **3-3, 33**. Plus, it's a nice balance. ;)

- * **License plate numbers** – In the “The Matrix Explained” site linked to at the beginning of this write up, they go through all the license plate numbers in all the movies. It seems that all of them are biblical quote references that tie into whatever scene they’re featured in. So if you’re curious, it’s worth a look.

Random miscellaneous

- * **Mercury.** After Neo takes the red pill and begins to disconnect from his Matrix-self, we see mercury sliding out of the mirror and up his arm, enveloping his body. Why mercury? Well, I found this little interesting bit about the symbolic meaning of mercury in relation to alchemy: “These and other properties convinced alchemists that **mercury transcended both the solid and liquid states, both earth and heaven, both life and death.** It symbolized Hermes himself, **the guide to the Above and Below.**”
<http://www.alchemylab.com/dictionary.htm>
So, mercury seemed a fitting symbolism to represent the transition from the dream time Matrix illusory world into pod-body real world.
- * **Graffiti scribbled on the wall** of the hall in the Oracle’s apartment building is a symbol for Pi, with a circle and slash going through it. Later in “Reloaded,” they have “314 seconds” – Pi is 3.14 - to get Neo through the door to the Architect.
- * **The blind man who can “see”** Morpheus who steps off the elevator. This is a common symbolism I’ve come across in movies with hidden meaningful “stuff” in them. In “The Game” there was a line concerning “John 9:25: Whereas once I was blind, now I can see...” and in “Stay,” Bob Hoskins’ blind character is able to see again.
- * **Checkered floor.** The checkered floor of the building that appears in several scenes might be an allusion to the checkered floors of Masonic temples, or a chess board. Or both. !
- * **Matrix Code.** The characters are supposed to be a mix of Sanskrit, Japanese writing, etc.
- * **“Right as rain.”** The Oracle gives Neo a cookie and tells him that by the time he finishes eating it, he’ll “feel right as rain.” It’s an interesting choice of words, considering the Matrix code looks like **rain** coming down, (and also in light of the fact that certain scenes take place in the rain):

- When Neo gets in the car under the Adams Street Bridge to be brought to Morpheus which is where he winds up taking the red pill and gets unplugged from the Matrix;

- The climactic battle scene for Zion at the end of the third movie between Neo and Agent Smith.

Meaningful Spiritual Concepts

- * The most obvious: the parallels to our own reality not being what we're told it is, with behind-the-scenes manipulators, pulling the strings. The "system" set up around us is a control mechanism designed to strip us of our power and prevent us from remembering who we really are. Most people are drifting through this controlled dream world reality half asleep, not questioning anything, and many times even fighting *for* the system. Negative forces work through people, the way Agents can hijack a body.
- * **Know and own your power.** No fear. The matrix/system/agents of the system have power over us if we believe they do and if we fall apart with fear. Neo was "the One" which enabled him to do different things to the Agents than a regular person could, but still, the overall message about realizing "who you are" and living up to it is a nice general message that applies in our lives as well.
- * **Deja vu** – "A glitch in the Matrix. It happens when they change something..." This is interesting because I have my own experiences that seem to prove that this concept is indeed correct – that deja vu indicate hyperdimensional "tinkering" with a person's timeline. I write more in depth on the nature of deja vu on my website: <http://www.in2worlds.net/dejavus>
- * **The "only two choices" false dichotomy.** Our world is often set up to give us only two choices to pick from, with the third, (or more) option being hidden from us. Black, white, right, wrong, good, evil, liberal, conservative, evolution, creationism, etc. But it's that third option that often transcends the limitations of the system, as shown in The Matrix. The Oracle tells Neo that soon, he will be put in a position where he will have Morpheus' life in one hand, and his own life in the other. And he will have to choose between the two. "One of you is going to die," she explains, indicating that those are his only options. But when placed in that situation, **he instead creates a third option** - save both himself AND Morpheus. This comes up again in the second movie, as we will see.

Notable lines

Morpheus: "I can only show you the door. You're the one who has to walk through it."

Trinity: "The Matrix cannot tell you who you are."

Morpheus: "Don't think you are. *Know* you are."

Neo: "So what are you telling me...that I can dodge bullets?"

Morpheus: "No Neo. **I'm telling you that when you're ready, you won't have to.**"

That's my favorite line of the entire movie trilogy. When you're ready...when you gain the awareness and shift up, you become more powerful, and that automatically starts changing the rules of the game around us. Things that would have affected us before no longer do, the kind of negative situations we used to attract in to ourselves begin falling to the wayside, and the types of negative agents/elements that would have previously sabotaged us and taken us out of the picture no longer can touch us.

Secondary mind control symbolism within the plot

For starters, it helps if the reader has already read the introduction to mind control symbolisms on my website to learn what symbolisms and themes are if they're not familiar with the subject:

<http://in2worlds.net/mind-control-themes-and-programming-triggers-in-movies>

Alice in Wonderland – Throughout "The Matrix" is the Alice in Wonderland sub-theme. When you watch the "Making of the Matrix" special feature on the DVD, the directors acknowledge inserting this sub-theme into the movie because they're fans of the "Alice" books, and in their opinion, the whole thing seems to fit well with the Matrix - Eat this, drink that, just do as your told and go along for the ride, just like Alice did, in a world that's a mix of real and illusion. And on the surface level that explanation seems to fit, end of story....but, then there's stuff we have to take into affect from the second movie, which I'll get into later on.

Alice in Wonderland is one of the biggest mind control themes in use for mind control, due to its heavy use of reality vs. illusion and drug-induced hallucinations. Not being able to tell what's real is a large component used in mind control on targets, as well as things not being what they seem to be. So you have to question any movie that prominently features this theme.

- * **“Follow the white rabbit”** and Choi’s girlfriend’s white rabbit tattoo;
- * “I imagine that you’re feeling a bit like **Alice tumbling down the rabbit hole...**” says Morpheus; “Take the red pill and you stay in **Wonderland**, and I show you how deep the **rabbit hole** goes.”
- * Neo looking through the cracked **mirror** after taking the red pill, as reality begins to distort - direct reference to “Alice Through the Looking Glass.”
- * On a minor note, the **“black cat deja vu”** in both the first movie and at the very end of the third – They could have used any color cat, but Alice specifically had a black cat in “Through the Looking Glass.”
- * On a minor, possible note – as mentioned, the checkered floor in the building that appears in several scenes may also relate to the chess board found in “Through the Looking Glass.” In fact the black cat appears in the scene with this checkered floor building, possibly lending support to this theory. And it’s at a point in the movie when a trick move has just been played on Morpheus and his crew, much like a “check/check mate” move in chess. Who knows.

When we take a look at the second movie in the series, “Matrix Reloaded,” we find even more mind control symbolisms and triggers used, which further lends credence to my theory that maybe, possibly, the AIW thing wasn’t inserted in “just because” the Wachowskis happen to think it fits really well. I expand in depth about the mind control triggers and symbolisms in Reloaded coming up.

- * **Agent provocateur triggers.** Neo and the gang run around shooting and blowing shit up throughout the trilogy in an effort to fight back against the machines and Agents, doing their part to dismantle society. As mentioned on my website in my “Fight Club” and “V For Vendetta” write ups, for those with the “Janus end times programming” this would be a trigger for their agent provocateur alters. See my “Fight Club” write up for more on this. Also think about Columbine, mentioned immediately after this section, happening three weeks after this movie was released in theaters, a possible connection.

<http://in2worlds.net/mind-control-themes-and-programming-triggers-in-movies>

Conclusion

An excerpt from something that used to be on my website:

“I’ve come to realize lately that with regards to the many “mind control symbolisms” outlined in the following movies, often times, there’s another layer or meaning to it.....in order for movies with higher level, meaningful esoteric concepts to be “allowed” out there, it’s almost as if they need to be

intertwined around “negative” STS concepts and even those pesky “mind control symbolisms and triggers.” This seems to be the case with the Matrix trilogy for instance....Many people out there who are clued in to things easily picked out the mind control themes and symbols embedded throughout The Matrix, yet, there’s no denying the higher esoteric, “4th density” level concepts interlaced amongst them. It’s a bit confusing, but it seems maybe that’s the way it has to be, in order to be “allowed.”

The Matrix was released in theaters on March 31, 1999 – and watching the scene where Neo and Trinity show up, all black leather, vinyl and trench coats, wearing sunglasses, loaded down with weapons, shooting everything up – with the realization that the Columbine High School massacre occurred three weeks later – you of course have to wonder. Did it act as a trigger of sorts? Seems to me it’s highly possible. Many tried to put the blame and focus for the “trench coat mafia” on Marilyn Manson, since Dylan and Eric were fans of his music, but who was even bothering to look at The Matrix? A movie alone can’t “make” somebody do something – we’re all responsible for our own actions after all. But if somebody is on psych meds, and has been instilled with mind control programming via their military family ties, and lives near Denver, Colorado, the conspiracy capital of the United States – which is the case with the Columbine shooters – then yes, it’s very likely that the movie helped to **trigger and encourage their latent programming.** “Bad” symbolisms offsetting the “good.” Keeps things “balanced”, makes it so these movies will be ‘allowed.’ ”

The Matrix series has the personal influences of its writers, the Wachowski brothers, but most notably Larry in particular. Larry later “came out” at the premier of “Reloaded” as a cross dresser named Lana (sometimes Laurenta), on the arm of his dominatrix girlfriend. Larry’s involvement with the BDSM scene can be found woven throughout the series, with the look that defines the movies. Influence, including the S&M club, also apparently came from the comic book series **“The Invisibles.”** http://en.wikipedia.org/wiki/The_Invisibles Another inspiration for the movie is said to be “Ghost in the Shell” http://en.wikipedia.org/wiki/Ghost_in_the_Shell.)

The Matrix Reloaded

Am I the only one who liked this movie when it came out? ;) Seriously, I think so, because all I've ever come across were negative reviews and derogatory comments about Reloaded. Ah well. Sure, the freeway scene was a bit inflated and has no point. ;) And the scene with Neo fighting a thousand Agent Smiths does nothing to advance the plot. But out of everything, the scene that seems to get the most flack from critics for whatever reason is the Zion dance scene. People liken it to "soft porn" which just makes me have to ask...have these people ever actually seen soft porn? Or *any* porn for that matter? 'Cause clothed people dancing – even gyrating - barefoot on earthen ground doesn't look like any soft porn that I've ever seen. ! And a "sex" scene that doesn't show any body parts and ends with Neo remembering the premonition of Trinity's death also doesn't even remotely resemble any "porn" that I've ever seen. ! Call me weird, but I happened to like the Zion scene because it was so "earthy." The world of the Matrix is cold, filmed in green hue, with people that are very flat. And in the real Earth reality where the planet has been decimated, there's not much humor or warmth as humans stoically live their lives in blue hue, wearing their raggedy clothes, eating gloppity glop "food," under the constant threat of death at the hands of sentinels and machinery. Then...there's the Zion scene, a cave-like haven of warm browns and oranges, with earthen floors and ceilings, dripping with stalactites and stalagmites near the Earth's core, surging with people dancing. All jangling anklet bracelets in the mud and sweaty skin to pounding techno music. That scene was pretty cool, and necessary imo, because it tries to connect with the viewer about what Zion is. There's no way to better represent real humanity and emotions than a scene of primal dancing and sensuality. It also creates some balance and a nice contrast to the rest of the scenery. However, many conservative Christians were put off by it because in their view, the entire thing was a Pagan debacle. The fire, the drums, the sweaty skin and sexy dancing seemed to tap into the collective's programming about heathens, Pagan sex rituals, hellfire, and all around debauchery. And actually, I do think the scene does represent both views. In fact, many things have several meanings and multiple purposes within the trilogy, so why not that. ;)

From the beginning of Reloaded, Neo's role as the Jesus Savior is now obvious if it wasn't to the viewer during the first movie. As he steps off the elevator in Zion, he's greeted by a throng of people handing him offerings, hands reaching out to touch him and people asking him to "watch over" their loved ones, while religious sounding choral church music softly swells in the background.

And Neo is also “Superman.” At the end of the first movie Neo takes off flying straight up into the sky; The second movie picks up where that one left off, as Link, the ship’s operator, notes that Neo is “doin’ his Superman thang...” while Neo flies around in the Matrix at super fast speeds. Superman represents Jesus, Jor-El’s only son that was given to Earth to save humanity from itself. Neo is the Superman Jesus of the Matrix. ;) The Matrix’s “bullet speed” lingo is also a reference to Superman’s ability to “fly faster than a speeding bullet...”

Characters and names with meaningful symbolism

[Again, see my latest add-on earlier in this piece with the comparison between the characters/happenings of the trilogy and the tarot’s major arcana.]

The Merovingian – The Merovingian is a key character in Reloaded. He is a French accented, erudite major player in the Matrix that has gained a lot of power as a “trafficker of information.” And as it turns out, the Merovingian is holding somebody called “the Keymaker” hostage. Neo and his crew need the Keymaker in order to access the Architect – the designer of the Matrix – so they can continue with their journey to save Zion. So in real life, who were the Merovingians, and what is the applicable symbolism here? I’ll let an article excerpt by Montalk do the teaching. From the article “The DaVinci Code Caveat”, Montalk writes (bolded words my own emphasis):

“This is the idea you will find in the nonfiction works mentioned earlier, that the descendants of Jesus and Mary Magdalene later became the Merovingians. And that idea seems purposely manufactured to mislead. The Merovingians were a French dynasty that sprang to power in the fifth century after Europe was plunged into the Dark Ages by apocalyptic natural disasters. The latter is not well known, but tree ring data from that time suggests severe climate disruptions, written records of which have since been expunged. **Far from being a divine bloodline, the Merovingians were of a darker strain** whose own legends speak of having been spawned from a sea monster. That myth is part literal, part symbolic, and relates to their covenant with negative hyperdimensional entities, but that’s beyond the scope of this discussion.... **It is no secret that the Merovingians are the ancestors of today’s royal bloodlines.** This includes the blue bloods of Europe and America who have produced numerous kings, queens, and presidents throughout history. **No surprise that they continue the Merovingian tradition of accumulating wealth, power, knowledge, and control.** So perhaps now you can see the problem with claiming the Merovingians are descendants of Jesus – it would imply that today’s blue

bloods, the elite families who basically run the world, are of a divine bloodline and thus have the “divine right of kings” to rule over us. That is the first deception.”

<http://montalk.net/conspiracy/123/da-vinci-code-caveat>

Now, with that in mind, here’s an odd connection I recently made with regards to the Merovingian character...Recently I was reading a James Bartley article called “Alien Abductions in the 21st Century.” In it, Mr. Bartley writes: “Take my word for it; If someone presents themselves as an expert on reptilians and all they write or lecture about is bland generalities about “the Inner Earth” and “the Golden Age of Reptilianism” [...] just know that you, the listener are being fed “Chickenfeed.” When you hear these things coming from lecturers I strongly advise you to look at the speaker’s facial structure. [...] **Does he have the ability to manipulate a woman’s kundalini from across a dinner table or across a room and cause her libido to skyrocket?....”**

I recently read that and thought “Wait a minute!” The scene in Matrix Reloaded where the Merovingian – aka the dark bloodline ancestors of today’s royals and elites, aka, the Reptilians/Rep hybrids – manipulates a woman’s libido from across the room when he sends over a piece of cake that has been “altered.” Her genitalia region is shown in matrix code exploding in orgasmic light...all his doing, unbeknownst to her. Weird connection, I know, but I just had to mention it!

Persephone – in Greek mythology, the goddess of the **Underworld**. Persephone is first featured in “Reloaded” as the female partner in crime of the Merovingian. And in “Revolutions” we meet Persephone again – in an underground S&M club called “**Hell**,” where both she and the Merovingian are dressed in red and black. (occult color scheme also featured in “V For Vendetta” and “Eyes Wide Shut,” both mind control symbolism and trigger movies.) So, quite fitting.

Seraph – A seraph, as mentioned in the Old Testament book of Issaiah, is a celestial being, or an **angel** of sorts. The first time Neo meets Seraph in Reloaded he appears as a glowing golden form sitting in the lotus position, sipping tea. His role is “to protect that which matters most...” the Oracle.

The “ghost” twins – With their emotionless demeanors, albino skin, silver get ups and black wrap around sunglasses, the twins are very reminiscent of Gray aliens. There are even promo pics featuring the actors who played the twins posing with what I refer to as the “three fingered Gray alien salute” which hammered it home for me. For those

who don't know – Grays supposedly only have three fingers. ;) And the actors posed by emphasizing only three fingers. According to the research that's out there, Grays are cybergenetic robots of the **Reptilians**, and the twins (10101010...binary code, computers) represent that. Even more so when they morph into their ghost personas, with their **snake-like** (snakes – reptilians) "hair." The Oracle explains to Neo about exiled programs in the matrix – ghosts, werewolves, vampires...aliens...."they're all programs doing something that they're not supposed to be doing." So, aliens are acknowledged in the script. It's up to you the viewer to make the connection. It's also interesting that out of all the types of aliens they could have picked, it was Grays that were chosen. The not-so-subtle implication being that Grays are renegade "programs" doing something "they're not supposed to be doing." Many people feel that Grays aren't true "aliens" and in fact, are part of the demonic realms that operate through the back doors of reality, toying with humans. So, it all fits.

Commander Lock – Fitting last name, as he opposes Morpheus at every turn, acting as a lock that's in the way. Commander Lock wants to use proven military strategy against the Machines, while Morpheus wants to use valuable ships, manpower and resources to flit around within the Matrix waiting for the Oracle's next word and tackling the situation in an unconventional way. For Lock, Morpheus is irresponsible and suicidal, putting all of Zion at risk, and so he tries to clamp down with his "lockdown" at every turn. So, if we have a lock, then what about the key? Well, funny you should ask!.....

The Keymaker – In my opinion, the Keymaker ties back into mind control symbolism, and unlocking hidden compartments of the mind. There was technically no need for the plot to have a "key maker" or have the Architect be locked up in a room that can only be accessed during a certain window, with the right key. It's all symbolic. In my "Meaningful Movies" section I've noted a few major mind control movies that utilize **keys** within their plot – Labyrinth, Mulholland Drive, The Game, etc., or ones that make mention of them such as Vanilla Sky and V For Vendetta. It's a major mind control symbol. At this point it's worth noting the parallels between the movie "The Game" reviewed on my website, and "Matrix/Matrix Reloaded."

- * Both have a reference to the "White Rabbit" and parallels to Alice in Wonderland;
- * Both have keys as a prominent plot focal point and have a scene featuring hundreds/thousands of keys;
- * Both have a scene involving a prominent "player in the game" cryptically explaining things to the newbie initiate. Both lean forward in their chair and both say, "Do you want to know *what.it.is?*" Rather than explaining things however, Morpheus then tells Neo "Unfortunately, nobody can be told what the

Matrix is. You have to **see** it for yourself." In The Game, it's the same thing. Instead of a verbal explanation, the player offers up "John 9:25 – Whereas once I was blind, now I can **see**."

And reminiscent of "Labyrinth", there are several scenes in Reloaded where a key turned one way in a door opens to reveal one thing, but turned another way, opens to reveal something else. Again, this seems to be about the right keys implemented the right way in order to access the "correct" compartmentalized areas of the mind. More on this coming up though.

The Architect – As noted earlier, "Just as Smith is Neo's opposite shadow, and the Matrix's way of "trying to balance the equation" (as it's explained in the final movie), the Oracle is also the Matrix's way of "balancing the equation," but with regards to the Architect. This is explained in the final movie as well. The Architect is the designer of the matrix – all cool, emotionless, calculating left brain logic and reasoning white man with blue eyes, white hair, and neatly trimmed white beard, hidden away in a sterile room surrounded by computer monitors. The Oracle in turn is the plump black woman wearing her apron, holding a tray of freshly baked cookies with a warm and friendly smile, inviting you into her cozy kitchen to sit down at her table and have a smoke and a cookie while you chat about your future and get a prophesy or two. Cold left brain logic and reasoning, warm right brain intuition, psychic powers and emotions. Opposites. Balance. ;)

The Logos – The ship offered up by Captain Niobe to go in and find Morpheus and Neo within the Matrix. From Wikipedia: "Logos is a word with various meanings. It is often translated into English as "Word" but can also mean thought, speech, reason, proportion, principle, standard, or logic, among other things. Logos means **the underlying order of reality of which ordinary people are only unconsciously aware.**"

Numbers

- * **"I see three objectives, three captains, three ships..."** – Emphasized line said by Morpheus, 333, so, more of the "3" trinity/3 Gods/33 "the master" thing.
- * They have **314** seconds to get Neo through the door to the Architect. **Pi = 3.14**
- * The Architect offers Neo the option of having **23** humans to rebuild Zion. There are **23 pairs** of human chromosomes.
- * Freeway chase takes place on the **101** (west.) Again, 11, with the 0 (God, super consciousness) in the middle. When Morpheus, Trinity and Neo step off the elevator in the restaurant to meet with the Merovingian, there's a big **"101"** on the wall behind them.

Random miscellaneous

“TORY” – Just before Trinity bursts into the office building on her motorcycle, we see an exchange between two security guards. On the locker behind one of the guards is the word “TORY” – written in red. None of the other lockers have any numbers or words on them...just that one, right behind the guard. I found “red tory” on Wikipedia, and it explained how in Canada, it’s a political party term for liberal Conservatives concerned with social policy. http://en.wikipedia.org/wiki/Red_Tory But a “red coat” and a “tory” were also slang used during the American Revolution for colonists who sided with the Crown. (aka people who sided with “the system” and “the oppressors.”) So possibly that’s the applicable symbolism here and why it was featured behind the security guards, who work for and even protect “the system.”

The Oracle’s candy. Just a funny thing to note, but when the Oracle unwraps her candy while sitting on the park bench, we see that it looks exactly like the infamous “red pill.” “I love candy” she smiles, as she pops the red pill. ;)

Meaningful spiritual concepts

- * **“I didn’t save you kid, you saved yourself.”** Saving yourself is highly underrated in this reality, as too often we’re looking for that external salvation to come and rescue us, be it God, Jesus, angels, aliens, 2012/Ascension, etc. But we are each responsible for getting ourselves out of the hole and taking charge of our own destinies. The only one who can save us is us.
- * **The “only two choices” false dichotomy.** Featured in the first “Matrix” as well. Here in “Reloaded” it’s even more emphasized. As mentioned, our world is often set up to give us only two choices to pick from, with the third, (or more) option being hidden from us. Black, white, right, wrong, liberal, conservative, creationism, evolution, etc. But it’s that third option that often transcends the limitations of the system, as shown in Reloaded. Neo is told his only two options are to save Trinity at the expense of Zion, or save Zion at the expense of Trinity. Instead he rejects both options and creates a third - save both Trinity and Zion at the expense of nobody...which the cold, logic based Architect doesn’t “get,” being that he is unable to factor anomalies into the mathematically perfect equation that is the Matrix.
- * And for an analysis of the subjects of fate and causality, two major topics covered in Matrix Reloaded, I highly recommend reading the article **“Freewill, Fate and Causality in Matrix Reloaded”** by Montalk, from www.montalk.net:

<http://montalk.net/metaphys/70/freewill-fate-and-causality-in-matrix-reloaded>

Notable lines

Neo: "I didn't save you kid. You saved yourself."

The Oracle: "You didn't come here to make the choice. You've already made it. You're here to try to understand *why* you made it."

The Oracle: "We're all here to do what we're all here to do."

Niobe: "What if you're wrong [...]?"

Morpheus: "Then tomorrow we may all be dead. But how would that be different from any other day?"

Secondary mind control meaning within the plot

In my opinion, there are mind control symbolisms and triggers throughout the first two Matrix movies, and Reloaded is no exception. In fact, in some ways, much of the plot can be viewed from a secondary mind-control angle. Think of it as embedding, or something that is interwoven, flowing underneath the surface of the sci-fi action façade. Or a hologram with two images in one. ;)

- * **Alter egos.** Agent Smith it is revealed is Neo's destruction-oriented shadow self, **the alter ego** program gone awry. The Oracle even tells Neo in the third movie, "**He is you.**" In mind control, fragmented alter egos can be created and instilled with any type of programming/character persona. See my write up on "Fight Club" for more on this. And just as "Jack" faces off against his alternate persona Tyler Durden at the end of "Fight Club" for a hellacious brawl beating, Neo also faces off with his shadow/twin/dark half other self, Agent Smith in the final climactic brawl scene.
- * **The keys.** Then we have all the talk about programs, back doors, keys and locks, and scenes that show doors opening to magically reveal different scenery from what is supposed to be there. This ALL has a very significant double meaning with regards to the concept of **compartmentalized multiples** in mind control programming, and MC's **use of illusion**. The various compartmentalized

multiples programmed into a person's brain need the right "trigger code" to unlock and access them, and to bring them to the forefront of the target's consciousness. That's why **keys** are a major symbolism within mind control, as it represents unlocking those compartments.

And there are no less than four scenes in Reloaded where **close ups of keys opening locks is emphasized:**

1. When Seraph leads Neo to the meet with the Oracle;
2. When Persephone takes Morpheus, Neo and Trinity through the restaurant kitchen to get to the Keymaker; She closes the doors of the kitchen, inserts the key, and re-opens the door to reveal a European chateau.
3. When the Keymaker inserts the key into a door at the chateau and reveals a parking garage on the other side that's back in the main city, giving them an escape route out;
4. When Neo enters the door to get to the Architect.

It all has the secondary meaning of accessing closed off areas of the compartmentalized mind. And knowing that then gives this bit of Seraph's dialogue a whole new meaning:

"The code is hidden in tumblers. One position opens the lock. Another position opens one of these doors."

Tumblers – double meaning, as in **Alice, tumbling down the rabbit hole**, a line that Morpheus says in the first movie. ;) In this case, "tumblers" are the people with the programming. Those who tumble - down the rabbit hole, with the MC programming. Code, as in mind control programming codes. Seraph says this as he and Neo walk through the **hall of "back doors"** located outside the Matrix code programming. Hallways and doors are both used as a hypnotic technique to navigate a person through the corridors of their compartmentalized mind. See specifically my review of "The Manchurian Candidate" for the halls and doors bit. After Seraph says this line, the camera zooms in for the close up of the key going into the lock, opening a door that magically leads to an outside city park within the Matrix. The entire line about "tumblers" makes no sense when you pay attention to it, and doesn't really explain anything to the viewer, nor does it tie into the plot later on in any way. Most people would never even remember it in fact, so unimportant was it within the context of the overall plot. **So why is it there?** Possibly a case of "embedding," as mentioned earlier. Where the mind

control symbolisms are woven under the fabric of the overall movie. It doesn't hinder the movie to have it slipped in there, and having it there serves only one purpose – for those who “need” to hear/see it. If you're not one of those people, then it'll go over your head, no harm done.

- * **Guardian programs.** Seraph's line about “I protect that which matters most...” said in the same scene takes on a secondary meaning as well, regarding the “**protective programs**” and “walls” set up to guard the closed off areas of a compartmentalized person's mind, so that even a trained hypnotherapist will have trouble getting in and gaining access. This is something mentioned in my “Labyrinth” write up as well.
- * **The tunnel.** After the whole middle part of the movie with all the scenes pertaining to keys and locks and tumblers and halls and doors magically opening up to other areas, the freeway chase scene begins. It's such a minor thing to note, but Link, the ship's operator, is giving directions to Morpheus and tells him that he'll have to “go through a tunnel...” to get to the 101 freeway. As mentioned, halls (and tunnels) are heavily used in mind control programming. So after the **Keymaker** leads them through the “**magical door**” to the parking lot, they then **pass through a tunnel** to get to where they're going. ;) Might seem ridiculous, but like the tumblers bit, the mention of the tunnel is superfluous, and considering everything else that's been noted, it seems fitting.
- * And on that note, the whole bit about slipping through the door to the architect using a special key at a certain time also seems much like Seraph and his special key going through back doors to get to the Oracle – if you take the Oracle and the Architect to have some secondary meaning with regards to **certain types of programs in the mind**. In this case, the Architect is supposed to be the main controller, he's “IT” as far as the matrix – programmed illusory reality – goes. And as it was revealed in “Reloaded” the Oracle is what of all things but.....a program. ;) But one that's fighting for the good guys in their efforts to free humans and get them out of their pods and into reality. And both have locks requiring keys and hidden doors and correct timing in order to access them in this movie. Interesting indeed.....
- * **Agent provocateurs.** In order to get Neo through the special door/portal to the Architect, the power has to be cut in the building. This requires **bombing out the power station** to eliminate electricity in 27 blocks of the city. There's a scene showing the power station exploding in huge blast as Niobe looks on with a blank face – more **agent provocateur** triggering. Agent provocateur programming often involves “assignments” to blow things up, among other

activities, which will affect large portions of the population. See my "Fight Club" write up for more on this.

Matrix Revolutions

Revolutions – Revolve – Come full circle. “Everything that has a beginning, has an end” which is the tag line of the movie.

Revolutions – Revolt. The final revolution battle against the machines for Zion.

There wasn't too much to pick out about the third installment, it's more straight up plot concerning the battle for Zion, which is why it initially left me extremely disappointed when we saw it in the theater. To say I felt let down is putting it mildly. The very things that annoyed most of the population about the second movie – all the “nonsense plot” and wordy dialogue – were the very things that entranced me because of my own mc programming and interest in spiritual/metaphysical matters. So the second installment “resonated” with me you could say. The triggers definitely did their job and had an impact. For those who don't have programming though I can understand that it would all just come across as annoying and boring. Then there's Revolutions...which for the most part, lacks the mind control symbolism and higher spiritual components. Hence, my let down. However, there were a couple of things worth noting:

Possible mind control symbolisms

The Trainman – He “smuggles programs in and out of the Matrix.” Again, trains are also one of those hypnotic techniques employed within mind control for navigating a target around between their compartmentalized programs. So this was very interesting to me that they chose to use a trainman as someone who ferries people between two worlds. ;)

Miscellaneous

- * The sign on the wall behind Neo when he's stuck at the train station between two worlds says “Mobil Ave.” Mobil is an anagram of **limbo**, the state Neo is in. Neither here, nor there.
- * In the club scene, there are “sun crosses” featured prominently as the design incorporated into the balcony railings where the Merovingian and his crew sit. On that note....

- * The closing scene with the sunrise programmed by Sati, in honor of Neo who has sacrificed himself to save Zion. The **Sun King**. Also a symbolic play on words – the Son/Sun of Man. Could also tie into Ra, the Sun God, a major “Brotherhood” Egyptian symbolism.
- * The Oracle’s earrings in the final scene...Yin Yangs. Male/Female energy...and **balance**, a prominent message throughout the series. The Oracle and the Architect balance each other, Agent Smith and Neo were opposites/balance, and the prominent use of both men AND women in the series is another aspect of this balance, as I mention in my “Random Closing Thoughts” section coming up after this one.

Neo winds up in a state of limbo after stopping the machines with his powers at the end of the second movie – something he was only previously able to do while in the Matrix, not while in a real physical body in the real world. And while this limbo state plot offers the chance for an interesting scene regarding Morpheus, Seraph and Trinity “negotiating” with the Merovingian in a club for Neo’s release, and it puts Neo in a position to discuss matters of love and karma with some Indian people in the train station while he’s stuck, there’s no real reason for any of it. In a way it feels like tacked on filler, because the writers didn’t have enough material for the third movie.

“Revolutions” had to grow on me, due to the lack of symbolisms and higher spiritual stuff, but in re-watching it several times recently I came to appreciate it in its own right. When Trinity gets fed up with the Merovingian’s games and pulls a stunt that has everybody pointing a gun at everybody else in a lose-lose checkmate standoff...and gets her way and gets her man back....You go girl! ☺ Various scenes from the final Zion battle and the way everybody came together the way they did, as well as the heartache of the destruction and death taking place; Captain Niobe kicking ass behind the wheel of the Hammer and navigating it back home through an impossible situation; Trinity’s death scene, and Neo’s moment in the Machine City, his “crucifixion scene” you could say...I appreciated it all a lot better the second and third time around and even found my heartstrings being tugged around. So I’ve eased up on my “disappointed” stance a bit now and just appreciate it for what it is, more of a sci-fi action flick.

Random Closing Thoughts

Something I found nice about the Matrix series was the emphasis on the role women play – that both the men AND women are needed, and that neither one can survive or succeed without the other. It's so nice to see that departure from the typical male-dominated grunting action flick where women are put on the backburner, running around as eye candy or damsels in distress. Or worse, those eye rolling cases where the writers try to make a female character seem "smart" and "useful" but it's not believable, and it's a role with no real meat. Not in the Matrix series, however! (which includes "The Animatrix" as well.) The women of the Matrix have prominent roles and plenty to do. Trinity, Niobe, Zee, the Oracle, and Jue from The Animatrix's "The Final Flight of the Osiris," just to name a few. Without these female characters and the pivotal roles they played, then the men would not succeed and everything would fall. But it didn't go overboard as many feminists do nowadays, by portraying the men as inept, bumbling and useless. Both sexes were needed in their full capacity and both were treated with respect. It's all about Balance, as the Oracle's Yin Yang earrings show at the end of the third movie. ;)

Something else not typically mentioned is the departure from the standard "white bread look" typically found in most mainstream movies. Non-white actors fill the majority of the roles in the Matrix series, and for me that was another reason I really enjoyed the series so much. I don't know about you, but I'm tired of seeing mostly white people in every mainstream movie. That's not reality. That doesn't represent what we see out in the world. In the Matrix series, we have a proliferation of Blacks, Asians, Latins, and all around mixed non-white brunettes filling the movie screen...for once. It's nice.

There's also a major departure from racial stereotypes going on. In most mainstream movies blacks are used as the "sacrificial lamb" when "it's time for somebody to die." They're always the first to get offed, and we often times see blacks sacrificing themselves to save the white people in films. Yet, who's the first character to die in the trilogy? Mouse. The nice little white boy. Blacks are also typically used as the madcap, wisecracking comic relief. It's a form of subtle programming that's been instilled on the population for decades now to view blacks as clowns. There's also the unfortunate "Magic Negro" syndrome found in too many movies to count, where a magical black figure provides much needed guidance and words of wisdom to the hapless but well meaning white hero. The black person is featured as the "support" while the white man or woman actually saves the day and gets all the accolades. The Matrix trilogy throws all those conventions out the window, **with roles that could – and would – be**

filled by anybody of any color and background, versus the standard Hollywood fair that writes race-specific roles, just so the character can provide the “comic relief”, and/or be the “sacrificial lamb” or “Magic Negro.” It’s one of the major reasons why, for me, the Matrix movies are so watchable. In thinking back on it, had it instead been a primarily male, all white cast or one that pandered to stereotypes, then no, the series wouldn’t have the affect it has on me. Awhile back I remember reading a quote where Jada Pinkett Smith (Niobe) relayed how her husband, Will Smith, encouraged her to take the Niobe role because (joking) “...you have to do a movie for the white folks sometimes.” The irony is, the series is just as much – if not more so - “for the black folks” because it’s one of the first major mainstream action sci fi movies to feature so many non-whites, (and women...) as strong, major players *not* succumbing to stereotypes.

Anyway, just some additional thoughts I wanted to toss out there....