
Subject: Re: Interpreting the Nod ending for C&C Tib Sun- Firestorm

Posted by [PlastoJoe](#) on Sun, 27 Aug 2006 05:22:13 GMT

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Mad Ivan wrote on Sat, 26 August 2006 16:14

None so far. EA is being a bitch:

A few of these are explainable.

Quote:-ignoring the Firestorm storyline (except for the inclusion of the Juggernaut).

-ignoring 90% of the Tiberian Sun storyline:

We really don't know much about the storyline yet. As far as I've seen, what is verified is that 1) GDI has been able to relax and clean up the planet a little, 2) Nod has become the dominant world power in its dormancy, 3) the Philadelphia is nuked, and 4) Kane is back somehow.

Quote:--Earth is seperated in blue, red and yellow zones, while it should actualy be yellow and red only

If, as they say, GDI has been able to develop effective ways to fight tiberium (with the help of the Tacitus?), then the existence of blue zones is reasonable to believe.

Quote:--No mechs for GDI () while Nod gets some bigass Avatar Robot

--No trace of Cyborgs (probably sparing them for the expansion pack).

--No trace of Stealth Generators.

--No trace of earlier Tiberium Mutations.

So far. I'm sure the game's not even close to fully developed yet. Remember how they did Renegade? Push back, push back...

speculation Maybe they've given Nod the power advantage and GDI the stealth advantage...

Quote:--Overall Bright Environment

Why not?

Quote:--Tiberium's possibilities conflict with themself (if you need explanation on this one, just ask).

Would like explanation, if for no other reason than edification. But of course the theories on tiberium could've been completely wrong before the Tacitus was read.
