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

Posted by [Mad Ivan](#) on Sat, 26 Aug 2006 21:14:21 GMT

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MaidenTy1 wrote on Sat, 26 August 2006 17:21 Furthermore, which C&C storyline will C&C3 follow? Tiberian Sun or Firestorm?

None so far. EA is being a bitch:

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

- ignoring 90% of the Tiberian Sun storyline:

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

- The unit and building design is Rather Tiberium Dawn-ish than post-Tiberian Sun.

- No mechs for GDI () while Nod gets some bigass Avatar Robot which is a direct rip-off of Westwood's original Tiberian Sun Nod Scavanger Tank Idea. They probably used some of TJFrame's concepts as well...

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

- No trace of Stealth Generators.

- Overall Bright Environment

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

- No trace of earlier Tiberium Mutations.

And the list goes on. So to put it in simple terms: Currently C&C3 is not true to Westwood C&C Canon.
