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Subject: C&C Meltdown

Posted by [forsaken](#) on Sun, 02 Mar 2003 18:53:49 GMT

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Yeah backgrounds are good especially before a map if released, because it can give us ideas or hints about what we might expect to be in the map.

"Nod commandos have successfully attacked Nuclear Reactor TX-1448."

Well with this we know the reactor is GDI and Nod is the offensive attack force.

"Coolant system and control rods damaged. Lethal radiation detected throughout facility."

This might imply that there are areas in the map where you get that slow burn when you walk in tiberium. Also that main entrances might be destroyed or blocked off and you have to find alternate ways around the reactor.

"All staff and workers dead."

Uh well not sure about this one. Sounds like GDI is all dead except one guy or maybe GDI security force was called but when they got there they were dead. Or maybe this could just be superfluous.

"Nod landing craft at beach."

Gives me that overlord feel except nod is attacking GDI instead of the other way around, and as that first pic orca shows us, we can probably be expecting reinforcements at nod landing craft.

So you see background is good, because it tells us what's or what might be in store for us

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