
Subject: Legacy of Nod

Posted by [Tanya A.](#) on Thu, 06 Apr 2006 20:38:25 GMT

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I've been wondering ever since I saw the CGI's on the 1st C&C. It hit me when Seth quoted: "from godd, to kane, to seth". Then I started researching, and Seth was actually Cain's(Kane) brother and 3th son to Adam, as mentioned in Genesis 5:3. Cain and Abel are the first and second sons of Adam and Eve. Cain commits the first murder by killing his brother after God rejects his sacrifice but accepts Abel's. After this Adam was given a 3th son named Seth and Cain was banished to the Land of Nod, east of Eden; "And Cain went out from the presence of the LORD, and dwelt in the land of Nod, on the east of Eden"

Then Kane mentioned he named Tiberium after Tiberius Caesar Augustus and after the Tiber river where the meteor crashed.

Subject: Re: Legacy of NOD

Posted by [Aircraftkiller](#) on Thu, 06 Apr 2006 20:39:21 GMT

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Remember, it's Nod, not NOD.

Subject: Re: Legacy of Nod

Posted by [Tanya A.](#) on Thu, 06 Apr 2006 20:51:34 GMT

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Something else hit me when playing Renegade:

Spoiler Warning: This contains spoilers on Nod history and C&C game content.*the txt color is set as black, so just highlight it*

+ In the last lv, when in the Temple of Nod, There is a tomb of Abel somewhere that has hebrew carvings.

This is what I found on Wikipedia:

While they claim to have been around since before 1800 BC, it is believed to be an exaggeration and the most accepted idea is that it was simply yet another recent, minor terrorist faction. When a scandal broke involving major American defence contractors however, it was discovered that Nod had substantial military air, sea and land power. Interestingly in Dawn's ending credits, a cutscene shows a very old artifact being moved to a museum; a red slab depicting a human on the floor reclining from a scorpion's tail. Additionally in Renegade, beneath the contemporary Temple is what appears to be the tomb of Abel. Entering it elicits an angry proclamation by Kane to Havoc that he should immediately bow his head, stating that its sacred ground and marks the location of the first ancient Temple of Nod. Kane is known as Jacob Caine by Interpol in the Western world and Amir al-Quayym by MI6 in the Middle East. +

Subject: Re: Legacy of Nod
Posted by [PlastoJoe](#) on Thu, 06 Apr 2006 21:07:59 GMT
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Subject: Re: Legacy of Nod
Posted by [Tanya A.](#) on Thu, 06 Apr 2006 21:16:46 GMT
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The pic is very dark so it's hard to make out, although I can see some of those carvings. U got it. Now what could this mean. Ever since completing both Tiberian Sun games have been wanting background info on this and Nod - GDI. I hoped to get this with the 1st C&C but alas it couldn't be. It only lifted another tip of the veil.

Subject: Re: Legacy of Nod
Posted by [Goztow](#) on Thu, 06 Apr 2006 21:43:41 GMT
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<http://planetcnc.gamespy.com/View.php?view=Encyclopedia.Detail&id=2>

This will interest you .

Subject: Re: Legacy of Nod
Posted by [JeepRubi](#) on Fri, 07 Apr 2006 00:57:08 GMT
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Ive thought about the exact same thing before. Actually i first thought about it when i was like 8.

Subject: Re: Legacy of Nod
Posted by [JeepRubi](#) on Fri, 07 Apr 2006 01:14:58 GMT
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Srry for the double post, but look at this, bit more indepth.

<http://planetcnc.gamespy.com/View.php?view=Encyclopedia.Detail&id=3>

Subject: Re: Legacy of Nod

Posted by [rm5248](#) on Fri, 07 Apr 2006 01:19:51 GMT

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Yeah, I heard someplace that that bible passage is mis-translated. Nod(in Hebrew) means land of wandering, I think.

Subject: Re: Legacy of Nod

Posted by [PlastoJoe](#) on Fri, 07 Apr 2006 01:31:02 GMT

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Well, as I have heard, it should not be translated as Cain being sent to an actual area of the world called Nod, but rather Cain being sent to wander the earth. And that still makes sense, if you consider the fact that Nod is rather nomadic and has no real base of operations (except in Sarajevo, but even then it continued to operate after the Temple was destroyed).

Subject: Re: Legacy of Nod

Posted by [Dover](#) on Fri, 07 Apr 2006 05:54:48 GMT

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Kick ass. The site really puts all the C&C games in perspective, except for RA2 and Generals, but they don't count anyways. And I learned a whole bunch of garbage I didn't know, namely because I never had the patience to finish TD on an XP machine, and because my version of TS and FS came without cutscenes...
